

Shan Jiang

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Producer with a technical background in the entertainment industry (Game/XR dev since 2018)

Production: Agile (Scrum, Kanban), Waterfall, Jira, Confluence, Perforce, Github, Slack

Programming: Java, C#, C++, C, JavaScript, Python, Kotlin, Elm, JSON, Git

Platforms: Unity, Unreal Engine 5, HoloLens2, Oculus Quest 2 and Rift, HTC Vive, iOS, Android, 8th Wall

Creative: Adobe Premiere Pro, After Effects, Xd, Photoshop, Lightroom, Blender, MeshLab, Autodesk

Languages: English (Native), Mandarin (Native), Japanese (Professional)

PROFESSIONAL EXPERIENCE

Head Teaching Assistant, Building Virtual Worlds, [CMU Entertainment Technology Center](#) Aug - Dec 2022

- Lead 12 Teaching Assistants (TAs) with a co-Head TA to support 68 first-year Masters' students for 15 weeks
- Planned and mentored 70 interdisciplinary teams and facilitated the creation of 70 worlds across AR/VR, and mobile
- Moderated and improved bi-weekly producer roundtables with 30 students to identify blockers and resolve conflicts
- Organized bi-weekly team retrospectives to reflect on their teamwork and rapid game development process
- Supported an end-of-the-year ETC Festival of 600+ guests with event curation, building set up, and reception

Game Production Teaching Assistant, [National High School Game Academy](#) Jun -Aug 2022

- Curated and taught Project Management curriculum to 73 students, including game production cycles, Agile and Waterfall methods, risk management, conflict mediation, leadership, teamwork, and communication techniques
- Mentored 15 interdisciplinary teams through their first game development experience throughout 4 weeks
- Initiated and moderated weekly producer roundtables with 15 students to identify blockers and discuss best practices

Product Design and XR Programmer, [Psychic VR Lab](#) May - Jul 2021

- Collaborated with the project manager to identify the next user trend besides web AR/VR development tools
- Prototyped STYLY's first iPad app that allows users to build, save, and preview customized AR/VR worlds
- Designed and iterated mobile app UI/UX framework based on its original web workflow and integrated AR camera, touch control, and save/load system in C# via Unity and XCode

XR Feature Intern, [Unity Technologies](#) Jun – Sep 2020

- Collaborated with engineer leads and managers to identify, solve, and present user problems in ARFoundation
- Implemented and shipped samples with new augmented reality features in Unity with C# and C++
- Participated in code reviews, unit testing, bug fixing, user forums, and feature planning in Jira and Confluence

VR Research Assistant, B.E.A.R.S Lab, Mount Holyoke College Sep 2019 – Mar 2020

- Conducted onsite research with an interactive Unity VR and 360-deg film project to examine racial bias in police officers
- Administered VR protocols to participants and monitored real-time automatic research data collection
- Streamlined data changes in pupil diameter in Java and XML and significantly increased efficiency in big data evaluation

Women in Game Programming Teaching Assistant, Hampshire College Sep 2019 – Dec 2019

- Mentored 20 beginner students in game programming with weekly code review and debugging help in Unity
- Supported course flow for 14 weeks and moderated online meetings with women game developers from EA

Game Development Camp Counselor, Girls Make Games Jul 2019

- Curated and taught game design concepts and visual programming in Scratch and Unity to 21 teenage girls for 2 weeks
- Supervised multiple field trips and networking events with women game developers from PlayStation and Ubisoft

RELEVANT PROJECTS

VR Producer and Programmer, [EnVision](#), Carnegie Mellon University Nov 2022 - Present

- Pitched, designing, and programming an original VR experience in UE5 with Oculus Quest 2 and Valve Index HMD
- Owning timeline, backlog, logistics, and code while leading a 6-person interdisciplinary team with 2 faculty advisors
- Supporting the team by wearing different hats as a narrative designer (collab. with ChatGPT) and a video producer
- Connecting outside resources, e.g. experts in Unreal Engine from Schell Games, EA, and Epic to problem solve

AR Producer, [Theatre ARchive](#), Carnegie Mellon University Sep - Dec 2022

- Facilitated design, prototyping, and launch of a WebAR (8th Wall) app to create an interactive theatre archive at NYC
- Communicated with 7 stakeholders from CMU and La MaMa Theatre and lead a 5-person interdisciplinary team
- Managed and documented project milestones, scope, meetings, and weekly tasks through GSuite and Slack
- Scheduled usability tests and soft launch for over 300 guests and analyzed quantitative feedback for improvement

- Producer, [Embrace](#)**, Carnegie Mellon University Jan - May 2022
- Designed a multi-player web-based transformative experience about cultural humility with an external client
 - Collaborated within a 6-person interdisciplinary team to scale and deliver the product to a 300-400 audience
 - Developed, managed, and documented project milestones, scope, meetings, and weekly tasks through GSuite
 - Lead daily standups and weekly sprints under the agile framework to fulfill and iterate on stakeholder's needs
 - Facilitated as the primary liaison among the team, internal and external stakeholders via emails and meetings
 - Scheduled test plans for over 100 guests to playtest game features, and logged and tracked bug reports weekly

- AR Producer, [InstruMe](#)**, Global Game Jam Jan 2022
- Pitched, designed, and produced an interactive AR filter by composing music with facial expressions and head movement in Facebook Spark AR Studio within 48 hours with a five-person interdisciplinary team
 - Oversaw project execution and managed game design document, project timeline, and scope
 - Iterated game design over 10 playtests within 24 hours and produced a 1-min gameplay trailer video

- XR Producer and Programmer, [Building Virtual Worlds](#)**, Carnegie Mellon University Sep - Dec 2021
- Produced, designed, and programmed 5 first-person virtual and location-based AR/VR worlds with HoloLens2, Quest 2, HTC Vive, and CAVE in Unity in collab. with 20 producers, programmers, artists, and sound designers
 - Managed and documented each project scope, timeline, and daily tasks through GSuite and Trello over 14 weeks

- Mobile Product Design and Programmer, [TreeHole Project](#)**, AIT Budapest Apr - May 2020
- Designed, prototyped, and implemented a mobile app with social media features in Kotlin through Android Studio
 - Achieved email authentication, post database, image storage, and real-time location access with Google Firebase

- Mobile Lead Programmer, [Cosmia Cosmic Solitaire](#)**, Fay Games Sep 2019 – Dec 2019
- Collaborated with 30 students, designed, and developed a solitaire game on iOS and Android via Unity in 13 weeks
 - Led 6 programmers, developed cross-team functioning pipelines, milestones, scope, and bi-weekly play-test plans
 - Oversaw and documented tasks and monitored version control through GitHub, Unity Cloud, and Trello
 - Conceptualized gameplay elements with the lead designer, optimized graphics rendering, and implemented UI

- Mobile Product Design and Programmer, [Pocket Counselor](#)**, HackHolyoke Nov 2019
- Prototyped and implemented a feature with voice assistant to help students reduce stress at school in Google Assistant
 - Trained it to recognize and respond to problems in schoolwork, relationships, suicidal tendencies, and negative emotions
 - Reached 100% improved user experience through live demos with students and faculties within 24 hours

- Game Programmer, [Twitch.tv Integrated Unity Games](#)**, Hampshire College Jan – May 2019
- Designed and programmed 2 original Unity PC games within 13 weeks and playtested with over 80 people
 - Experimented with TwitchLib and Twitch bot for real-time interaction between streamers and viewers
 - Prototyped and iterated over 5 versions in collaboration with 10 interdisciplinary team members

- Game Programmer, [Waste and Words Sorting Game](#)**, HackHolyoke Nov 2018
- Awarded the Environmental Prize with a PC educational mini-game teaching players waste sorting and part-of-speech
 - Designed and implemented game algorithm with Java's Model-View-Controller architecture and interface with GUI
 - Implemented a 150-word scalable XML word library with predetermined waste and part-of-speech categorization

EDUCATION

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- Carnegie Mellon University**, Pittsburgh, PA Anticipated May 2023
Master of Entertainment Technology
- Mount Holyoke College**, South Hadley, MA Sep 2017- May 2021
Bachelor of Arts in Computer Science and Interactive Media
- Honors/Awards:** [CYSTEM](#) Scholar (2022), WomenIn Scholar by [AIAS and Intel](#) (2022), Sarah Williston Scholar (2018)

COMMUNITY

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- Volunteer at AnitaB.org
 - Member of International Game Developers Association (IGDA), Women in Games International (WIGI), Women in Tech
 - Attended multiple Global Game Jam, Adobe Creative Jam, Unity Intern Game Jam, and hackathons from 2018 to 2022