



SY
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Sy Suo
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Project Coordinator

Contact:

+1.929.969.3104

yuansysuo@hotmail.com

SY-CRT.COM

EDUCATION

2022 - Present
Pittsburgh, PA

Carnegie Mellon University

Master of Entertainment Technology (M.E.T.)

2018 - 2021
Los Angeles, CA

University of Southern California

Fine Arts (B.A.), Game Design (Minor).

SKILLS

3D: Unity, Unreal Engine 4, Blender

Location-Based Installations: Installation, Video Art, Sound, Woodwork, Scents

2D: Photoshop, Premiere Pro, After Effects, Illustrator, InDesign

Coordination: Trello, Google Drive, Microsoft Office Suite

Music Production: Adobe Audition, FL Studio

Languages: Bilingual fluency in English & Chinese (and some dialects)

WORK EXPERIENCE

2023 - Present
Pittsburgh, PA

Dynamic Luminescence

Producer

Working with Pittsburgh-based artist **Mikael Owunna** to create a tool that projects live-interactive visual treatments over 5 performers' bodies. We use **Azure Kinect** as the hardware for motion tracking and TouchDesigner as the software for graphics. In this project, I gather design problems and provide **creative solutions**, and host regular meetings among the team, the client, and faculty advisors. I **maintain the scope** of the project, making monthly plans, organizing **backlogs**, and tracking weekly sprints.

2022 - Present
Pittsburgh, PA

YettiBebbis: A Puppet In A Cult

Producer, Lead Designer

A PC interactive experience and a part of the **2023 GDC alt.ctrl collection**, which celebrates games with **unique and alternative controllers**. The player uses a unique, custom-built **wire interface** to control a virtual puppet at their fingertips to help the puppet to blend into a cult. I'm the Producer of this project and I manage the **scope**, set up **project metrics**, develop creative design solutions, distribute communication, host frequent **playtests**.

2022 Aug-Dec
Pittsburgh, PA

Building Virtual World (BVW)

Producer of 5 Projects

Develop and maintain scope for 5 short-term, prototype interactive projects (such as VR, AR experiences) using **Unity3D**. Communicate with Designers, Artists, Sound designers, and Programmers. Organize and track task lists, design documents, and project documentation. Host various **playtests** and reiterate the experiences based on the feedback to eventually achieve 5 vastly different yet **unique virtual worlds**.

2021 June-Nov
Shanghai, CN

Shanghai Disney Resort: TRON Lightcycle Power Run

Attraction Operator

Managing guest flow and operating the attraction ride. Acquired in-depth, personal knowledge of **behind-the-scenes** operations and **design considerations** of a major theme park attraction.

2020 July-Oct
Shanghai, CN

Coconut Island Games:

Rolling Pictures of Jiangnan Landscape

Level Design Intern

A popular Chinese mobile game. GooglePlay Asia's 2020 Best Indie Game. My tasks include **designing the first level** of the Suzhou Adventure, enhancing the previous Adventure games experience, and organizing **design documents**.

2019 - 2020
Los Angeles, CA
& Shanghai, CN

Liquidators

Co-Producer

A Survival Horror game with **Overwhelmingly Positive** reviews (700+) on **Steam**. I was in charge of **project coordination**, team **communication**, website and marketing, as well as assets management.