

# Yue Wang

Game Designer

(412)4788905; [yuew6@andrew.cmu.edu](mailto:yuew6@andrew.cmu.edu)

Pittsburgh, PA

<http://www.originknight.com/>

## EDUCATION

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**Carnegie Mellon University, Entertainment Technology Center(ETC)**

Aug 2022 - Now

- Master of Entertainment Technology, expected May 2024

**Beijing University of Technology (BJUT)**

Sep 2018 – Jun 2022

- Bachelor of Digital Media Technology at Faculty of Software

## SKILLS

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**Programming Languages:** Java, JavaScript, C++, C#

**Software:** Unity, Unreal

**Languages:** Native fluency in Mandarin(Chinese), capable in English

## PROJECTS

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**Programmer** *Hotdog Party*

Oct 2022

- Collaborative Parkour Game, one player uses 3d Rudder to control character's movement, the other player uses Vive trackers to spray mustard on hotdogs.
- Developed for the Build Virtual World Course of ETC, Carnegie Mellon University.

**Programmer** *The Great Magician*

Oct 2022

- AR Game, the player acts as a magician, doing magic tricks to make the black and white world colorful.
- Developed for the Build Virtual World Course of ETC, Carnegie Mellon University.

**Programmer** *Junk-bot*

Sep 2022

- VR Game, the player acts as a robot and try to safe his robot peer.
- Developed for the Build Virtual World Course of ETC, Carnegie Mellon University.

**Game Designer, Artist** *I Want*

Jul 2021

- A 2D synthesis game that protagonist explore the unknown with his own strength in a abandoned city.
- Developed in 48 hours at Game Jam held by NUVERSE, Beijing, China.

**Game Engine Programmer** *2D Game Engine & Sokoban Game*

Jul 2021

- The My Little Pony-themed Sokoban game based on the self-made engine.
- Developed for the Course Design of Game Engine Analysis Course, Beijing University of Technology.

**Game Designer, Modeler** *VR Room Escape*

June 2021

- VR Game, the player needs to search the items in the two rooms and solve the puzzles in order to get the final letter in the game.
- Developed for the Virtual Reality Course of Beijing University of Technology.
- Won the second prize in the 9th National College Students Digital Media Technology Collection Creative Competition held by Chinese Association for Artificial Intelligence, China.

## WORK EXPERIENCE

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**Visual Design Intern** *MoeStone Technology*

Jul 2021 - Oct 2021

- Optimized the game interface.
- Conducted re-formatting and redesigning the fonts, colors, sizes pictures, and layout adjustments.

**3D Modeler Intern** *Beijing Ciyuan Yinqing Technologies Co., Ltd.*

Jan, 2021 – Feb, 2021

- Successfully constructed scenes equipped in the APP(Vcoser) for our clients
- Conducted UV splitting of models and mapping