

Education

- Carnegie Mellon University Entertainment Technology Center(ETC). Pittsburgh, PA, USA** 2019.08
- Master of Entertainment Technology
 - Courses: Building Virtual Worlds, Visual Story
- Zhejiang University, College of Computer Science & Technology. Hangzhou, Zhejiang, China** 2017.06
- Bachelor of science
 - Course: Computer Game Programming, VR and Digital Entertainment, Computer Graphics

Research

- Data Visualization Interaction Design, ZJU Lab of CAD&CG (Cooperate with Alipay)** 2016.01
- Designed four mobile terminal data visualization interaction paradigms, including hand gestures, layout and color schemes for different charts.

Publications (accepted)

- HeadPager** 2016.01
- Page Turning with Computer Vision based Head Interaction, Conference ACCV 2016-HCI-CV, Sijie Ren, Zhenyu Tang, Chenyu Yan and Huagen Wan

Team Projects

- Programmer, Designer, Building Virtual Worlds, ETC CMU, Fall 2017** 2017.08 – 2017.12
- 2-week rapid prototyping projects, 5 rounds, 5 members, building games on HoloLens, HTC-VIVE, ARKit, Oculus Touch. Developed games with an idea that using input devices in non-traditional ways (An ARKit game with flipping iPad, a VIVE game based on body gestures, etc).
 - Learned new skills in communication, collaboration, teamwork, prototyping and iteration. Learned features of different platforms.
- Programmer, Game Designer, "UEscape", ZJU, Spring 2016** 2016.04 – 2016.06
- 2 months, 8 members. building on HTC-VIVE. Created a thrilling VR atmosphere with dark lightening and mysterious story.

Personal Projects

- Producer, Programmer, Game Designer, Artist, "Round Pace"** 2017.03 – 2017.06
- 3 months, building on HoloLens. A time traveling room escape game with a background story.
 - On the Graduate Exhibition of Digital Media Technology major 2017.
- Game Designer, Programmer, Artist, "Underwater adventure"** 2017.09
- building on PC with Unity 3D. A first person story telling adventure game based on a folk tale.
- Game Designer, "Gavin's adventure"** 2016.11
- map design and value design and story design for a 2D scrolling game.
 - Telling story by level design and interaction.

Skills

Coding language	C++/C#/JavaScript/Python/HTML/Php
Software	Unity3D/MATLAB/Autodesk Maya/Photoshop
Other	CG Painting
Platforms	ARKit/HoloLens/HTC-VIVE/Oculus Touch