

EDUCATION

Duke University / Durham, NC / May 2020

Bachelor of Science, **Computer Science** / Minor in **Visual Arts**

GPA 3.90 / 4.00, Dean's List with Distinction (2016 / 2017 Fall)

WORK EXPERIENCE

Craftsman Games / Game Development Intern / May 2018 - Aug 2018 / Hangzhou, China

- Updated the localization system to accommodate use of new translation and in-game mouse-hover tip tools for a released Steam title, Esports Club, with Unity and C#
- Implemented new UI pages and updated more than 40 old UI pages to make them compatible with the new localization system with Unity
- Implemented and debugged game mechanics for a new project under development with C#

Zhihu / Product Design Intern / May 2017 - Jul 2017 / Beijing, China

- Designed mobile and web interfaces for an online Q&A community that serves tens of millions of users
- Collaborated with product managers and data engineers to analyze user needs, compare product strategy choices and deliver design of major new features and updates
- Designed interfaces and animation of more than 15 projects with Sketch and Principle, including a new discover page, a new trending page and visual updates to comment page and answer page

PROJECTS

Suitchi / Director, Game Designer, Software Engineer / Jul 2017 - Present

- Led design and production of a two-player PC platformer game in pre-release stage on Steam
- Designed and implemented game mechanics, characters, 26 levels, UI and animation with C# and After Effects. Extensive use of Unity's animation, particle and audio systems
- Wrote, tested and maintained ~7,000 lines of C# code
- Finalist of Tencent's 2018 University Game Development Contest

Tech Guru / Co-Founder, Web Designer / Jul 2017 - Aug 2018

- Led web design of Tech Guru (tech-guru.io), a website that rates computer performance and recommends computer purchasing options based on user needs and budget
- Organized marketing campaigns that helped website reach ~3,000 MAUs

Walla / Product Designer Aug 2016 - May 2017

- Designed and marketed Walla, a mobile app that allows students to make activities to host visible to all Duke students
- Conducted user interviews and usability tests to identify user needs and improve experience design
- Designed user interface and marketing posters, reaching over 1k downloads and 400 MAUs
- Winner of 2016 Duke Startup Challenge (\$50,000 Award)

SKILLS

Unity / Maya / After Effects / Photoshop / Illustrator / Sketch / Microsoft Word / Excel

C# / C++ / Java / Python / HTML / CSS / JavaScript