

Education

Shanghai High School International Division

2021-2025

Honors & Awards

Principal's List Award

2023 Academic Year

- School-based scholarship based on academic excellence, contributions to the school and community (service, teamwork), and personal qualities (leadership, innovation, model behavior)
- Awarded to less than 5% of students in the grade, making it the highest honor in an academic year

Quasi-Three Star Club, Game Development Club

2023 Academic Year

- Lead the club since Grade 11.
- Presented my club stories and achievements to a committee of teachers and head of my grade. Gave oral defense.
- Received the award for excellent club management and leadership.

Excellent Performance in course English Language and Literature

2023 Academic Year

- Awarded to 2 out of approximately 200 students in the grade

Scholar Award for course Computer Science

2022 Academic Year

- Awarded to 2 out of approximately 200 students in the grade

Academic Achievement Award

2021 & 2022 Academic Years

- School-based scholarship for Academic Excellence
- Awarded to at most 7% of students in the grade

Activities

Humanities Fair, Initiator, Organizer

Nov. 2023-June 2024

- Initiated plans for organizing a fair to exchange ideas and display student work in humanities, social sciences, and arts; proposed to homeroom teacher and head of grade for approval
- Independently developed a 3D digital gallery for preserving and displaying all current and future students' work, allowing visitors to navigate the same way they would view a real-life Humanities Fair. The gallery is accessible at: <https://www.artsteps.com/view/6fc0088ffce11f0a402a7c8>

Pioneer Research Program, Spring-Through-Summer Term, Student

February-July 2023

- Attended group lectures and individual research sessions under the research concentration "A History of History" with Professor Pawel Maciejko of John Hopkins University
- Completed a research paper titled "Hope Amidst Hardship: An Analysis of the Shanghai Jewish Refugees Museum"

Educational Games, Team Leader

February - May 2024

- Organized and led a team of 4 students to design and create 3 educational games, with the goal of providing an interesting and engaging teaching resource for local primary schools
- Organized team to test the game at a local primary school (Shangui Primary School) and improved game mechanics & difficulty based on students' feedback

National High School Game Academy (NHSGA), Carnegie Mellon University, Student

June-August 2023

- Learned advanced skills in programming in Unity game engine
- Worked with team of students to develop 2 complete games
- Learned the basics of 3D box modeling and UV mapping in Maya; 3D texturing in Adobe Substance Painter; photo editing in Adobe Photoshop; storyboarding and character design on paper

SHSID Game Development Club, Club Leader

September 2022- Present

- Programmer and Designer in Sophomore Year, worked on 2 games
- Club Leader in Junior & Senior Year, organized offline tabletop game design activities every Monday and online development meetings every Friday
- Manages club social media across various platforms
- Managed collaboration and communication with two other high school game development clubs based in Taipei and Honolulu; clubs work together on game projects and share teaching resources for new members

Shangui Primary School, Volunteer

September 2023-Present

- Plan and hold weekly lectures on basic physics concepts to students at Shangui Primary School
- Provide "Snap Circuit" toys for students to explore building electrical circuits
- Organized and led a team of 4 students to design and create 3 educational games, (refer to descriptions above)

Hongmei Primary School, Volunteer

February-June 2023

- Plan and hold weekly lectures on basic physics concepts to students at Hongmei Primary School
- Provide "Snap Circuit" toys for students to explore building electrical circuits