

# Bokang Wang

Pittsburgh, PA

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Portfolio: <https://sohhy.github.io/game/>

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## EDUCATION

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

Pittsburgh, PA

Master of Entertainment Technology

*Expected May 2023*

### The Hong Kong Polytechnic University

Hong Kong

Bachelor of Science in Computing

*2016 - 2020*

## SKILLS

**Programming Languages:** C#, Python, Java, C, PHP, HTML, CSS

**Game Development:** VR, AR, Rapid Prototyping, Playtesting

**Tools:** Unity, Unreal, Visual Studio, Perforce, Git

## PROJECTS

### 3D Data Visualization of Machine Learning, Google & ETC

Pittsburgh, PA

Producer, Programmer

*Jan. – May. 2022*

- Visualized 4 types of data in 3D environments through 5 interactive experiences with Google scientists.
- Explored how to make Machine Learning engaging and accessible with 3 ML algorithms (K-means, Q-learning, Fast Fourier transform) and 3 platforms (PC, VR, Ultrahaptic)
- Led a team of 7, served as point of contacting with advising professor and Google scientists, fostered productive team communication, managed the development process, and maintained development blog and website

### Building Virtual Worlds, ETC

Pittsburgh, PA

Game Programmer, Game Designer

*Sep. 2021 – Nov. 2021*

- Rapid prototyped and iterated 5 different theme AR/VR games and each of them lasts for 1-2 weeks
- Collaborated with producers, programmers, artists, and sound designers in an interdisciplinary team of 5
- Developed on multiple platforms including Oculus Quest 2, HTC Vive Tracker, HoloLens 2 with Unity
- Implemented programming content: player controller, animation, gameplay mechanics, user interface and scripting

### A Day in The Life of a Girl, ETC

Pittsburgh, PA

Game Programmer, Game Designer

*Oct. 2021 – Nov. 2021*

- Designed and developed 2D interactive story game focusing on the relationship between LGBT community and their parents in 2 weeks with a team of 5
- Implemented narrative-focused gameplays which mimic or reveal main characters thoughts and actions with Unity

### Hyacinth, Global Game Jam

Shenzhen

Game Programmer, Producer

*Jan. 2019*

- Rapid prototyped 2D puzzle game concerning childhood psychological trauma with Unity in 48 hours
- Organized the brainstorm, suggested the initial idea based on personal experience and inspired our team to design a game which better represents people with similar backgrounds
- Set up and led a team of 4, managed development process of the game as producer and team leader

## WORK EXPERIENCE

### Orta Interactive Studio

Pittsburgh, PA

VR Programmer Intern

*Jun. – Aug. 2022*

- Developed Shakespeare-VR, an interactive experience to learn *Romeo and Juliet* as an opera performer.
- Worked on building Motion Capture system and implemented voice recognition features.

### Sheng Qu Games

Shanghai

Game Designer Intern

*Sep. 2020 – May. 2021*

- Designed and balanced the character's movement system and combat AI, enemy combat AI, chatting system, backpack system, achievement system for a mobile MMORPG game *The World of Legend*
- Analyzed the needs of users and collected the users' playtesting feedback to optimize the gameplay