

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Pittsburgh, PA

Master of Entertainment Technology

Expected May 2023

The Hong Kong Polytechnic University

Hong Kong

Bachelor of Science in Computing

2016 - 2020

PROJECTS

Building Virtual Worlds, ETC

Pittsburgh, PA

Game Programmer, Game Designer

Sep. 2021 – Present

- 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 like player controller, animation, AI, user interface and scripting
- Designed various gameplay and interactions including puzzle-solving, Peking Opera mask painting, body tracking

Dyslexia Simulation VR, Solo Capstone Project

Hong Kong

Game Programmer, Game Designer

Oct. 2019 – Jun.2020

- Created dyslexia simulation VR game on HTC Vive using Unity engine
- Implemented immersive experience for players to gain an insight into the lives of dyslexic children
- Designed all the gameplay, interactions and story components for 4 of the scenes

Hyacinth, Personal Project

Shenzhen

Game Programmer

Jan. 2019

- Developed 2D puzzle game in Unity with a team of 4 in 48 hours, following the theme “What home means to you”
- Designed and rapid prototyped dynamic gameplay combining puzzle-solving with narration
- Lead whole team and managed development process of the game as producer and team leader

Wizard Knight, Course Project

Hong Kong

Game Programmer, Game Designer

Nov. – Dec. 2018

- Developed 3D TPS game containing both single-player and online modes with Unity in a team of 5 over 4 weeks
- Implemented programming for single-player mode, including character controls, monster AI, UI, gameplay mechanics
- Designed gameplay, main character, enemies, and all levels for the single-player mode

WORK EXPERIENCE

Sheng Qu Games

Shanghai

Game Designer Intern

Sep.2020 – May.2021

- Designed and balanced the character's movement and combat AI, enemy combat AI, chatting system, backpack system, achievement system and arena gameplay for a mobile MMORPG game The World of Legend
- Worked and collaborated closely with artists, programmers and other game designers
- Analyzed the needs of users and collected the users' play testing feedback to optimize the gameplay

Loong Entertainment

Beijing

Development Tester Intern

Jul. – Aug.2018

- Ran functional testing on MMORPG mobile game *YuJianQingYuan*; reported bugs to database system
- Evaluated degree of severity and priority of bugs, reproduced bugs upon request

SKILLS

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

Game Development: VR, AR, Rapid Prototyping, Playtesting

Tools: Unity, Visual Studio, Perforce, Git