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## **Testimonial for Terry Yin**

### **National High School Game Academy**

### **18 August 2023**

Dear Terry Yin,

This letter affirms that Terry Yin completed the National High School Game Academy in 2023. This six week residential program was hosted by Carnegie Mellon University's Entertainment Technology Center from July through mid-August.

The program began with two weeks of foundational classes in game design, art, programming, sound design, production, and narrative. Following these classes, students were assigned to specialized roles for two collaborative teams, building two separate games over four intense weeks. The two games were built using the Unity3D game engine, with assets made in industry-standard creative tools including Maya 3D and the Adobe Creative Cloud suite. The curriculum delivered instruction over a range of topics including the use of game development tools for scripting, image manipulation, 3D modeling, sound editing, and version control.

In the first collaborative project (called the Lightning Round), teams developed a unique, updated spin on a classic video game. Terry's team worked on *Frogger*. Terry contributed to their team as a programmer, performing excellently. This project acted as a dry run for their skills in collaboration and time management.

For the final project, Terry's team created an engaging game called *Mad Mechanics*. It was a four-player collaborative game focusing on mini-games using the platform Jam-O-Drum. The team executed it very well and created an enjoyable game. Terry supported the brainstorming and implementation of game mechanics well.

The core teaching of the NHSGA emphasizes ego-less collaboration, working well with teammates, and accepting constructive feedback. The feedback Terry received from teammates was encouraging. Regarding their specific contributions to the project as a programmer, teammates rated Terry as satisfactory.

The curriculum encourages public speaking and presentation skills of each student. Each student was required to pitch game concepts, give interim progress updates, and demonstrate the final product to a large audience of family, faculty, industry professionals, and peers. Throughout the course, Terry was a developing public speaker.

Delivery of assigned homework is a crucial aspect of learning at the NHSGA, especially as a demonstration of the student's organization and discipline. Terry received approximately 30 homework assignments over the two weeks of class, completing most of them and turning in work with solid organization.

Terry's mentor provided the following commentary about the student's growth and development over the course of the National High School Game Academy:

*Terry stood out as a talented programmer and a kind-hearted team player. He combined his strong coding abilities with a compassionate demeanor. Despite encountering communication challenges within the programming team, Terry's efficiency in implementing UI elements and contributions to implementing fun gameplay systems remained notable. His commitment, especially evident when working through illness, highlighted his significant role in the project's success.*

We hope this experience will be reflected upon as a transformative and necessary step in their academic career. Our staff wishes the best for Terry as they continue to develop their skills and passions.

Sincerely,

A handwritten signature in black ink, appearing to read "G. Christopher Klug". The signature is fluid and cursive, with the first letters of the first and last names being capitalized and prominent.

**G. Christopher Klug**

Teaching Professor

Narrative Game Designer

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