



# Yiwen Zhang

Experience Designer  
Developer

Pittsburgh, PA, USA

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## ★ Skills

### Design

Responsive Design  
Graphic Design  
Game Design  
Virtual Reality Experience Design  
Filmmaking & Sound Editing

### Process

Contextual Inquiry  
Usability Testing  
Prototyping  
User Profile  
Statistical Analysis

### Develop

Mobile / Web Development  
Game Development  
Virtual Reality

### Tools and Framework

Adobe Creative Suites  
Unity  
Amazon Web Services  
Android SDK  
AngularJS  
Node.js  
jQuery  
OpenCV  
WebGL & OpenGL

### Language

JavaScript  
HTML/CSS  
Python  
C#  
Java  
SQL

## ✦ Experience

**Full Stack Web Developer (Part-time) at PigeonLab, Singapore**

2014 - 2016

- Developed a web-based automation tool using Node.js, AngularJS and Amazon Web Services
- Created more than 100 customized skins for their web application using the automation tool

**Freelance Full Stack Developer, Singapore**

2013 - 2014

- Developed Room booking system for Tembusu College with Flask (Python)
- Developed Singapore's leading fashion website (styleXstyle.com) with AngularJS

## 🎓 Education

**Master of Entertainment Technology, Carnegie Mellon University (CMU)**

2016 - Dec 2017

**Bachelor of Computing, National University of Singapore (NUS), Singapore**

2012 - 2016

Relevant Courses: Interaction Design, Game Development, Computer Vision, Computer Graphics, Game Design, Visual Storytelling, Building Virtual Worlds

## 🚀 Projects

**Building Virtual Worlds, CMU, Game Developer and Designer**

2016

- Building Virtual Worlds (BVW) gives small teams of students two weeks to create a virtual world
- Experimented with multiple platforms such as HTC VIVE, Oculus Rift + Leap Motion and Eye Tracker
- Developed quick prototyping skills and user testing skills

**Multimedia Design in play Kopitiam, Drama Box, Multimedia Designer**

2016

- Designed a multimedia experience featuring liquid typography (Chinese characters)
- Implemented the experience using WebGL and Adobe After Effects

**A Revenge, NUS, Director**

2016

- Directed a short film that illustrates an "Alice in Wonderland" style world
- Designed and Implemented the CG objects using Blender and Maya
- Composited the CG objects with the green screen footages and the miniature scene using After Effects

**Custom Branding Generator, PigeonLab, UX Designer and Full Stack Developer**

2015

- Proposed an automation tool for generating CSS styles
- Designed and developed the automation tool using AngularJS and Node.js
- More than 100 customized CSS files are generated using the tool

**FaceMorpher, NUS, Developer**

2015

- Implemented a mesh-based face morphing algorithm with OpenCV
- Design and developed a web-based user interface in AngularJS

**Re-design PandaFan's Dashboard, PandaFan, UX Designer and Front-End Developer**

2014

- Conducted Usability Analysis for existing dashboard user interface
- Designed and implemented new dashboard user interface with Foundation

## 🏆 Awards

**Dean's List, National University of Singapore**

2016

**Best Project Award, National University of Singapore**

2015, 2016

**"The First Penguin" Award, Carnegie Mellon University**  
for taking the biggest risk in Building Virtual Words

2016

**Aesthetic Excellence Award, Global Game Jam 2017 Pittsburgh**

2017