



Yiwen Zhang

Experience Designer
Developer

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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 - 2015

- 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
- Compositing 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