

William Yao

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Education

- **Rensselaer Polytechnic Institute**--Expected Graduation in May 2021 (**GPA: 3.54**)
 - Pursuing a Bachelor's Degree in Game Development with a Human-Computer Interaction Concentration
- **Stuyvesant High School**--Graduated in June 2017

Work Experience

- **Digital Technology Leadership Intern for Stellantis (January 2021 - Present)**
 - Initiated and implemented user-centric features with Figma to an AR-based mobile app under agile methodology, introducing dynamic ways to retain user engagement
 - Reviewed and added to app infrastructure on Unity (C#)
 - Moderated and organized user testing sessions and led subsequent design meetings to address user feedback
- **Game Designer and Dialogue Tester for RPI's AI-Assisted Mandarin Project at EMPAC (May 2019 - December 2019)**
 - Designed visual effects on Unity and collaborated with artists, programmers, and a product manager.
 - Used GitLab for version control, worked with Unity's visual effects graph, and tested IBM speech recognition technology
- **Social Media Manager and Graphic Designer for Central Queens YMCA (June 2016 - August 2016)**
 - Managed the Facebook, Instagram, and Tumblr page of the Central Queens Y, interviewing fellow coworkers and creating posts to share said interview, taking pictures of activities in the YMCA, and creating logos with Adobe Illustrator and Photoshop.

Relevant Projects

- **SCRAMBLE (Fall 2020) -- Game Designer/Team Lead**
 - Spearheaded the development of a multiplayer online party game on Unreal Engine 4, consistently communicating with my team and organizing tasks on Glo
 - Crafted an engaging game system and constructed levels that cultivate lively gameplay experience
 - Built visual effects on Cascade, managed sound design, and organized documentation
- **Under the Moon, The Cat Stretches (Fall 2019) -- Game Designer**
 - Developed a Virtual Reality game through an iterative process with positive critiques from industry veterans and worked on the level design and UX aspects of the project
 - Incorporated the SteamVR Unity plugin, did 3D modeling and level design with Maya, and hosted usability testing sessions to gain user feedback to improve game design
- **Paracelsys (Spring 2019) -- Game Designer**
 - Created a Metroidvania-style game on Unity with many different game mechanics with a team of 5
 - Pitched our game idea, went through several milestones (first playable, vertical slice, alpha, beta, gold master), and used version control (GitKraken along with GloBoards)
 - Responsible for designing entire levels, dialogue system, and UI

Skills

- Proficient with C#, Python, Blueprint, and HTML/CSS/Bootstrap
- Adept in Unity and Unreal Engine 4
- Experienced with wireframing and storyboarding
- Strong in Adobe Illustrator, Photoshop, Lightroom, and Gimp.
- Well-versed in SDLC methodologies