

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

Relevant Projects

- **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
- **Spindr (Fall 2019) -- UI/UX Designer**
 - Constructed a game for mobile devices on a 2-week deadline, where I designed UI
 - Used Adobe Illustrator to design icons, built on Unity, and coded in C#
- **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
- **Temple of Nephthys (Spring 2018) -- Level Designer**
 - Designed an FPS level based on Egyptian architecture on Unreal Engine 4
 - Implemented Blueprint for visual effects and event triggers, and used Maya to create 3D assets

Work Experience

- **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 in Agile.
- **Hedge Fund Analyst at Intuitive Systems LLC, New York, NY (May 2018 - August 2018)**
 - Conduct sector level research on gaming and ESports industry
 - Conduct fundamental research on a few major gaming companies and analyze the hedge fund strategy
- **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.

Skills

- Proficient with C#, Python, Blueprint, and HTML/CSS/Bootstrap
- Adept in Unity, Unreal Engine 4, and Tiled
- Comfortable with Blender, Maya, 3DS Max, and Substance Painter
- Strong in Adobe Illustrator, Photoshop, Lightroom, and Gimp.
- Experienced with version control (GitKraken/GitLab, Perforce)
- Seasoned in SDLC methodologies