Elisa Young

Experience

VR Gameplay Engineer @ WEVR
Los Angeles, CA

Unannounced - Multiplayer VR based on a popular IP
Oct 2020 - present
Locomotion programming, haptics implementation, multiplayer handling in UE4

Gnomes & Goblins - Singleplayer VR by Wevr x Jon Favreau
Sep 2018 - Sep 2020
Owned major sections of story by scripting character AI, placing triggers & controlling timing, adding animations & sound to convey the intent and pacing of the narrative from beat to beat
General design scripting, gameplay systems & interactions programming, save-load handling, animation & art asset integration, custom tools in UE4

The Blu: Deep Rescue - Multiplayer location-based VR
Dec 2017 - Aug 2018
Gameplay programming, art & animation asset integration, tools in Unity, Dreamscape platform sdk & multiplayer handling, stage haptics & audio
— 2020 Aixr VR Awards Finalist ~ Out-of-home VR Entertainment of the Year

Virtual Reality Engineer Intern @ ViacomNEXT
Jan 2017 / Boston, MA
Designed & prototyped early UI/UX ideas for social VR on HTC Vive using Unity

Game Development Intern @ Tamatem Games
Jul - Aug 2016 / Amman, Jordan
Multiplayer matchmaking for mobile game using Photon Networking in Unity

VR Engineering Intern @ WEVR
Jan 2016 / Los Angeles, CA
Built photo-viewing app on Gear VR using Python, Lua

Depth Photography Cloud Software Development Intern @ Intel Corp.
Jan 2015 / Santa Clara, CA
Built backend web server using Node.JS and image processing libraries for proof-of-concept 360-image platform for e-commerce application

Freelance Photographer
2014 - 2017 / Boston, MA

Education

Massachusetts Institute of Technology
2013 - 2017
B.S. Computer Science & Engineering
- Computer graphics
- Data structures & algorithms
- Linear algebra

CG Master Academy
- Level Design (Fall 2020)
- Color & Light (Winter 2019)

Brainstorm Art School
- Worldbuilding (Fall 2019)
- Form Language (Fall 2018)

Contact

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Skills

VR / XR
Game development
Design scripting
Digital photography

Programming
UE4 Blueprint
C++
C#
Python
Java
Processing
Lua

Software
Unreal Engine 4 (UE4)
Unity3D
Adobe Photoshop
Adobe Lightroom
Adobe/Oculus Medium
Procreate
Blender 2.8

Platforms
Windows, Mac, Linux
Oculus Rift, HTC Vive

Languages
English
Mandarin

Portfolio

youngelisa.com/games
linkedin.com/in/elsyng