

# 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 experience

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

📍 Los Angeles, CA

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## Skills

VR / XR

Game development

Digital photography

Image editing

## 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

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 [youngelisa.com](http://youngelisa.com)