FAN LING

101 Monmouth St., Apt 607, Brookline, MA 02446, (217) 979-2159 | ling.fa@husky.neu.edu Portfolio Website: https://flynn2016.github.io

EDUCATION

Northeastern University

Boston, MA

Master of Science in Game Science and Design, GPA 4.0/4.0

May 2020

University of Illinois

Urbana-Champaign, IL

Bachelor of Science in Electrical Engineering

May 2016

COURSE WORK

CS 5150 (Game Artificial Intelligence)

CS 5850 (Building Game Engine)

GSND 5110 (Game Design and Analysis)

GSND 5130 (Usability/User Research)

SKILLS

Programming Languages: C++, C#, C, HTML/CSS, Python, Java

Game Engine: Unity3D

Other Tools: Adobe Photoshop, Blender

GAME PROJECT EXPERIENCE

Northeastern University

Boston, MA

Graviton Bender

October 2018 - December 2018

(https://troyprag816gmailcom.itch.io/gsnd-5110-digital-porject)

- Led a team with five other students to design and implement a 2D platformer puzzle game using Unity
- Took charge of the programming, including game mechanics and shader scripts

Ludum Dare 40 (72-hour Game Jam)

Boston, MA

Jade (https://ldjam.com/events/ludum-dare/40/jade)

Spring 2018

- Participated solo and finished a Puzzle Game using Unity
- Designed the puzzle, created all visual aspects of the game, and implemented all game mechanics.

CIGA 48-hour Game Jam

Urbana, IL

Tale of the Tree (https://www.bethanyyao.com/tale-of-the-tree)

Summer 2017

- Participated with two other teammates to design and finish a 3D puzzle game
- Implemented all programming and in-game animation

Kids Next Door (Student Indie Game Group)

Urbana, IL

The Years of Significance (https://www.bethanyyao.com/the-years-of-significance) Spring 2016 - Spring 2017

- Worked with four other teammates to design and implement a 3D adventure puzzle game
- Responsible for programming including AI, shader scripts for desired effects and gameplay mechanics
- Created some of the animation and particle system effects

WORK & VOLUNTEER EXPERIENCE

Teamoji

Barista

Boston, MA

Fall 2017 - Present

• Manage orders and customers' needs in a fast paced, high volume tea lounge