

# FAN LING

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Portfolio Website: <https://flynn2016.github.io>

## EDUCATION

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|---|----------------------|
| <b>Northeastern University</b>  | Boston, MA           |
| Master of Science in Game Science and Design, GPA 3.93/4.0  | May 2020             |
| <i>Relevant Coursework:</i> Game Artificial Intelligence, Building Game Engines, Computer Graphics, Game Design and Analysis, Usability/User Research |                      |
| <b>University of Illinois</b>   | Urbana-Champaign, IL |
| Bachelor of Science in Electrical Engineering   | May 2016             |

## SKILLS

**Programming Languages:** C++ (SDL, OpenGL), C# (Unity), HTML/CSS, Python

**Software:** Unity3D, Blender, Adobe Photoshop, SourceTree

## PROJECT EXPERIENCE

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|---|-------------------------|
| <b>Northeastern University</b>  | Boston, MA              |
| Game Engine Project ( <a href="https://flynn2016.github.io/FinalProject/">https://flynn2016.github.io/FinalProject/</a> )   | January 2019 – May 2019 |
| <ul style="list-style-type: none"><li>• Led a team of three to implement a mini game maker using SDL2 library in C++</li><li>• Designed the framework and all the modules for our project</li></ul> |                         |

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|---|------------------------------|
| <b>Northeastern University</b>  | Boston, MA                   |
| Graviton Bender   | October 2018 – December 2018 |
| ( <a href="https://troyprag816gmailcom.itch.io/gsnd-5110-digital-porject">https://troyprag816gmailcom.itch.io/gsnd-5110-digital-porject</a> )   |                              |
| <ul style="list-style-type: none"><li>• Led a team with five other students to design and implement a 2D platformer puzzle game using Unity</li><li>• Took charge of the programming, including game mechanics and shader scripts</li></ul> |                              |

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|---|---------------------------|
| <b>Kids Next Door (Student Indie Game Group)</b>  | Urbana, IL                |
| The Years of Significance ( <a href="https://www.bethanyyao.com/the-years-of-significance">https://www.bethanyyao.com/the-years-of-significance</a> )   | Spring 2016 - Spring 2017 |
| <ul style="list-style-type: none"><li>• Worked with four other teammates to design and implement a 3D adventure puzzle game</li><li>• Responsible for programming including AI, shader scripts for desired effects and gameplay mechanics</li><li>• Created some of the animation and particle system effects</li></ul> |                           |

## GAME JAM PARTICIPATED:

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| <b>Global Game Jam 2019</b> Visiting ( <a href="https://globalgamejam.org/2019/games/visiting">https://globalgamejam.org/2019/games/visiting</a> )      |
| <b>Ludum Dare 43</b> Pyre ( <a href="https://ldjam.com/events/ludum-dare/40/jade">https://ldjam.com/events/ludum-dare/40/jade</a> )                     |
| <b>Ludum Dare 40</b> Jade ( <a href="https://ldjam.com/events/ludum-dare/43/pyres">https://ldjam.com/events/ludum-dare/43/pyres</a> )                   |
| <b>CIGA 48-hour Game Jam</b> Tale of the Tree ( <a href="https://www.bethanyyao.com/tale-of-the-tree">https://www.bethanyyao.com/tale-of-the-tree</a> ) |

## WORK EXPERIENCE

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|--|-----------------------------|
| <b>Northeastern University</b>   | Boston, MA                  |
| Media Lab Assistant  | August 2019 – December 2019 |
| <ul style="list-style-type: none"><li>• Assist in operation and training of technology in labs affiliated with games, user testing, eye tracking, biometrics, and all VR/AR equipment.</li></ul> |                             |