Max Chen

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EDUCATION

Worcester Polytechnic Institute [WPI]
PhD Interactive Media & Game Development Aug 2022 - Present
Worcester Polytechnic Institute [WPI]
MS Interactive Media & Game Development Aug 2020 - Dec 2022
Wuhan University of Technology [WHUT]
BEng Pharmaceutical Engineering Sep 2016 - Jun 2020

PROFESSIONAL EXPERIENCE

Research Assistant — WPI Academic & Research Computing Worcester, MA

Feb 2020 - Present   Supervisor: Siamak Najafi
- Provide technical training & technical expertise to students and faculty
- Showcase/prototype uses of AR/VR and media technology for various needs
- Write and maintain intuitive and accessible documentation on equipment
- Developed internal website for 360 lab scanning showcase

Mentor – Women's in Research and Mentorship Program (WRAMP) Worcester, MA

Sep 2022 - Dec 2022 Supervisor: Nicole Anterni, Katherine Chen

XR Developer — Ekings Multimedia Shanghai, China

Jun 2020 - Mar 2021

- **Designed and developed 2 interactive scenes** in children amusement park Dreamland in Shanghai
- Coordinate teams of artists and programmers in developing Dreamland
- Provide technical support in creating interactive art installations and art exhibitions

RESEARCH EXPERIENCE

Student Researcher
Jul 2021 - Dec 2022 Supervisor: Dr. Gillian Smith, Dr. Erin Solovey

- **Developed** a walking simulator game with both joystick controller and Brain-Computer Interface as control mechanics.
- Created research protocol and completed IRB review process for protecting human research participants.
- Coordinated and interviewed 26 participants who performed the study.

Student Researcher
Jan 2022 - Present Supervisor: Dr. Jennifer deWinter
- Examine the Chinese game adaptation and localization culture on importation of western games.
- **Presented** the work at Canadian Game Studies Association annual conference in June 2022

PUBLICATIONS AND PRESENTATIONS

- "Implementing Augmented Reality to Emphasize the Impact of Climate Change", **Guest Lecture** at Artward Bound Program, Massachusetts College of Art and Design, Boston, MA, Aug 2022
- "Integrating Biophysics Immersive Learning Tools Across Campus", **Webinar talk** at Building a Network of Biophysics Education, Virtual, June 2022
- "Integrating Immersive Learning Tools across Campus and Beyond", **Presentation** at Advanced Manufacturing and Processing Conference, Bethesda, MD, June 2022
- "The Importation of Murder Mystery Games in China – Game Localization and Creativity", **Research Presentation** at 2022 Canadian Game Studies Association annual conference, Virtual, June 2022
- "Converting Natural Language Policy Article into MBSE Model'', **Research article** and presentation at 2022 Conference on Systems Engineering Research, Virtual, March 2022