# 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

**Research Assistant**

Jul 2021 – Aug 2021 (Part-Time) Supervisor: Dr. Shamsnaz Bhada

- **Design and develop** a natural language processing framework for converting policy documentation into machine-readable SysML models
- **Published and presented** the work at the **Conference on Systems Engineering Research (CSER)** in March 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