Miranda Chao

CONTACT
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EDUCATION
Brown University
Class of 2018
BS Computer Science, Visual Arts

DEVELOPMENT SKILLS
Proficient in:
HTML/CSS, C#, Git, Python, Java,
C++
Familiar with:
C, Javascript

SOFTWARE EXPERTISE
2D and painting:
Photoshop
Illustrator
Figma
3D and animation:
AfterEffects
Maya
Unity

INTERESTS
Video games and storytelling
Passionate about immersive
digital experiences including video
games, interactive fiction, and
experimental animation
Art and illustration
Practicing digital artist
Comics and storyboarding hobbies

SUMMARY
I am a PM at Microsoft and an indie game developer with a passion for interactive media and storytelling.
I've had the opportunity to create immersive narratives and experiences in many fields, and am continuously fascinated by the potential of digital spaces.

EXPERIENCE

Microsoft PM II: 2018 - current

Project manager in the E+D organization focusing on experiences for templates and premium content in Microsoft 365.

▶ Managing a site-wide design of the Office templates catalog website, connecting premium content with subscription features in Microsoft 365

▶ Led the feature release of a freemium templates model during the April 2020 re-branding of Office to Microsoft 365

▶ Previously worked on gamified interactive learning experiences within the Office help and support space

Activision Blizzard UI/UX Intern: Summer 2018

UI/UX intern at Vicarious Visions, working on Destiny 2 to expose lore, collection completion, and player achievements in game UI.

▶ Examined game design techniques to ease integration of new players into hardcore gaming communities

▶ Designed and prototyped a user experience within Destiny 2 to focus on story, discovery, and completion incentives

Spite Studios Artist: 2018 - 2020

2D and 3D artist in indie game development, contributing across the full creative pipeline from concept art and asset production to execution in-engine.

▶ Created character and environment concept art for Spite Studio games Lark and Tales of Brevis

▶ 3D modeling and texturing of in-game assets for Tales of Brevis

▶ Worked with assets in Unity to design and polish final game map

▶ Implemented lighting, particle effects, and UI for release