

# Angela He

2D/3D artist & programmer



## CONTACT.

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## EDUCATION.

- **Stanford University**  
**2017 - 2021**  
Joint Art Practice+CS B.A.S.  
*Relevant Coursework:*
  - Programming Abstractions (Accelerated)
  - Mathematical Foundations of Computing
  - Computer Organization and Systems
- **Oakton High School**  
**2013 - 2017**  
GPA: 4.5  
14 college-level courses  
2 National AP Scholars



## SKILLS.

C#  
Java  
C++  
HTML, CSS, Javascript  
SQL  
bash  
Illustration  
3D modeling  
Research  
Adobe CC  
Unity  
FL Studio



## EXPERIENCE.

- **Freelance Illustrator, Self-Employed • Oakton, VA**  
**2012 - Now**  
Build online presence as artist with >79k Youtube subscribers.  
Complete commissions for clients, including William Grisham, UCLA professor; and Elise Trinh, Ubisoft game writer.
  - *Technologies:* Adobe Photoshop, Blender, Illustrator, Animate, After Effects
- **Design/Software Intern, Benten Technologies Inc. • Chantilly, VA**  
**May - September 2017**  
Collaborated with agile scrum team to develop mobile US DoED-funded games. Helped design NIH-funded web app and US DoD grant proposals.
  - *Technologies:* Unity2D/3D, C#, HTML, CSS, Javascript, Git, XAMPP, Blender, Photoshop, After Effects



## PERSONAL PROJECTS.

- **Solo Game Developer • zephyo.itch.io/**  
**January 2016 - Now**  
Created games that reached >1.8 million people combined.  
Reviewed by Markiplier, Kotaku, Siliconera, Killscreen, and more.  
*Awards:*
  - National Scholastic Best-in-Grade
  - STEM Video Game Challenge Winner
  - ESA Foundation Scholar
  - Ludum Dare 39 Compo: #1 Graphics, #11 Audio, #8 Mood
  - Unity Student Scholarship
- **Winner at Riot Games Hackathon • [youtu.be/A59IFDQu2Aw](https://youtu.be/A59IFDQu2Aw)**  
**November 2017**  
Collaborated on VR Unity app using Riot's API, networking, and data visualization.
- **1 Game a Month Challenge • [itch.io/c/188231/game-jam-collabs/](https://itch.io/c/188231/game-jam-collabs/)**  
**May - July 2017**  
Every month, I cooperated with 4-5 strangers to deliver a game in 48 hours.



## PUBLICATIONS.

- He, Angela Y. 2017. "Overcoming Barriers to Engagement with Educational Video Games for Self-Directed Learning: A Mixed-Methods Case Study." *Computers & Education*. Manuscript submitted for publication.  
<http://arxiv.org/abs/1710.04491>
- He, Angela Y. 2017. "Educational game design: game elements for promoting engagement." *Computers & Education*. Manuscript submitted for publication.  
<https://arxiv.org/abs/1709.09931>