

Angela He

2D/3D artist & programmer • objective: 2018 summer internship



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/JS
npm & NodeJS
SQL
bash & Git
Illustration
3D modeling
Research
Adobe CC
Unity
FL Studio



EXPERIENCE.

- **Freelance Illustrator, Self-Employed • Oakton, VA**
2012 - Now
Generate artworks for clients, including William Grisham, UCLA professor; and Elise Trinh, Ubisoft game writer.
- **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
- **Solo Art Exhibition, Glen Echo National Park • Glen Echo, MD**
August 2016
Presented 30 to 40 traditional artworks in first solo show.



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>



PERSONAL PROJECTS.

- **Solo Game Developer • zephyo.itch.io/**
January 2016 - Now
Design, write, develop, compose audio for, and market impactful games. Games reviewed by Markiplier, Kotaku, Siliconera, Killscreen, and more.
Awards:
 - National Scholastic Best-in-Grade
 - ESA Foundation Scholar
 - STEM Video Game Challenge Winner
 - Ludum Dare 39 Compo: #1 Graphics, #11 Audio, #8 Mood
- **Winner at Riot Games Hackathon**
November 2017
Created VR Unity app implementing networking and data visualization with a team of 6.
- **1 Game a Month Challenge • 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.