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.

Illustration
3D modeling
Storyboarding
Narrative writing
Qualitative & quantitative research
Game development
C#/Java
C++
HTML/CSS/JS
npm & NodeJS
SQL
bash & Git
Adobe CC
Unity
FL Studio

EXPERIENCE.

○ **Freelance Illustrator, Self-Employed** • Oakton, VA
2012 - Now

Illustrate artworks for clients, including William Grisham, UCLA professor; and Elise Trinh, Ubisoft game writer.

○ **Design/Software Intern, Benten Technologies Inc.** • Chantilly, VA
May - August 2017

Delivered research and helped develop backend/frontend for US DoED-funded game. Created designs for 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

Exhibited 30 to 40 traditional and mixed media 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, code, compose audio for, illustrate, and market impactful games. Games were covered 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 application using 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 collaborated with 4-5 strangers to make a game in 48 hours.