

Angela He

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



CONTACT.

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EDUCATION.

- **2017 - 2021**
Stanford University
Art & Computer Science
- **2013 - 2017**
Oakton High School
GPA: 4.5
14 college-level courses
2 National AP Scholars
AP Capstone Diploma



SKILLS.

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



PROFESSIONAL EXPERIENCES.

- **2012 - Now**
Freelance Illustrator - Self-Employed
Illustrate countless artworks for personal projects and clients, including William Grisham, UCLA professor; and Elise Trinh, Ubisoft game writer.
- **May - August 2017**
Design/Software Intern - Benten Technologies Inc.
Delivered:
 - User testing, video editing, web design for NIH-funded app.
 - Research, game design, artwork, coding, UX for US DoED-funded game.
 - Infographics for US DoD grant proposals.
 - Technologies: Unity2D/3D, C#, HTML, CSS, Javascript, Git, XAMPP, Blender, Photoshop, After Effects
- **August 2016**
Solo Art Exhibition - Glen Echo National Park
Exhibited 30 to 40 traditional and mixed media artworks in first solo show.



PERSONAL PROJECTS.

- **January 2017 - Now**
Educational Gaming Research
 - Performed mixed methods case study on medical educational game.
 - Two papers, "Overcoming Barriers to Engagement with Educational Video Games for Self-Directed Learning: A Mixed-Methods Case Study" and "Educational Game Design: Game Elements for Promoting Engagement", in review at *Computers & Education*.
- **January 2016 - Now**
Solo Game Developer creating *Suppressed*, *HE BEAT HER.*, etc. - zephyo.itch.io/
Design, write, code, compose audio for, illustrate, and market impactful games. Games were covered by Markiplier, Kotaku, Siliconera, Killscreen, Indie Haven, 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
- **May - July 2017**
1 Game a Month Challenge - itch.io/c/188231/game-jam-collabs/
Collaborated with 4-5 game developers to make a game in 48 hours every month. Enhanced project management and teamworking skills.