

Angela He

programmer & designer



CONTACT.

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EDUCATION.

- **Stanford University**
Expected 2020
Bachelor of Arts and Science in
Computer Science + Art Practice

Relevant Coursework:
 - Programming Abstractions (Accelerated)
 - Mathematical Foundations of Computing
 - Computer Organization and Systems
 - Principles of Computer Systems



SKILLS.

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



EXPERIENCE.

- **Solo Game Developer** • zephyo.itch.io/
January 2016 - Now
 - Created games that reached over 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
- **Benten Technologies, Software Engineering Intern** • Chantilly, VA
May 2017 - September 2017
 - Collaborated with founding team, including CEO and CTO, to develop educational mobile games to improve health awareness in youth
 - Games sponsored with over \$200k in grant funding from tUS Department of Education and National Institute of Health
Technologies: Unity2D/3D, C#, HTML, CSS, Javascript, Git, XAMPP, Blender, Photoshop, After Effects
- **Freelance Illustrator** • Oakton, VA
November 2012 - September 2017
 - Built online presence as artist with over 80k Youtube subscribers.
 - Completed commissions for major clients, including William Grisham, a UCLA professor, and Elise Trinh, a Ubisoft game writer.
Technologies: Adobe Photoshop, Blender, Illustrator, Animate, After Effects



PERSONAL PROJECTS.

- **1st Place at Riot Games Hackathon** •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/
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.
<https://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>