

# Angela He

programmer & designer



## CONTACT.

- **Home:** 4422B Eastwick Court  
Fairfax, VA 22033
- **School:** 531 Lasuen Mall  
P.O. Box 15228  
Stanford, CA 94305
- 571.320.9801
- zephyo@stanford.edu
- zephyo.github.io



## 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  
FL Studio



## EXPERIENCE.

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

- **Winner 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.  
<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>