

Sherry Shao

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Education

Georgia Institute of Technology | Atlanta, GA

August 2019 – May 2023 (expected)

Bachelor of Science in Computational Media, Minor in Chinese

Concentration: People and Interaction Design

GPA: 3.61 / 4.00

Skills

Programming: Java, JavaFX, JavaScript, Python, C

Tools: Adobe Creative Suite (Ai, Ps, Xd, Id), Figma, HTML & CSS, IntelliJ IDEA, Visual Studio Code

Frameworks: Bootstrap, D3

Design: Prototyping, User Research, Wireframing

Languages: English, Mandarin

Projects

Demon Slayer Game | Atlanta, GA

January 2021 – May 2021

Media Device Architecture

- Developed a GBA platform brawler written in C and playable through VisualBoyAdvance-M.
- Created sprite sheets, menu screens and background images in Usenti.
- Applied AABB collision detection to determine the player's position relative to other sprites.
- Decreased health bar when player collided with the enemy, and removed health bar sprite from screen.
- Included in-game BGM and SFX using audio altered in Audacity.

Dungeon Crawler | Atlanta, GA

January 2021 – May 2021

Objects and Design

- Developed a dungeon crawler desktop game in Java and JavaFX within a team.
- Utilized SceneBuilder and Procreate to design game screens.
- Generated monsters randomly that the player must defeat in order to proceed through the dungeon.
- Created monsters of varying difficulty that dropped gold currency when defeated.
- Spawned items with different effects that can be claimed in exchange for sufficient gold.

Work

Kung Fu Tea & TTK Fried Chicken | Cherry Hill, New Jersey

May 2021 – August 2021

Customer Service Representative

- Operated POS cash register and promptly took customer orders.
- Cleaned work areas, equipment, utensils and seating areas.
- Restocked ingredients, cups and straws to ensure smooth operation.
- Communicated with coworkers to efficiently prepare food and drinks.

Activities

Bits of Good | Atlanta, GA

September 2021 – Present

Design Bootcamper

- Designing and prototyping digital products in Figma.
- Learning about user research methods and frameworks.
- Creating user flows and information architecture.