

# Eva Yan

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## Skills

### Technical:

C++ (proficient), Python (familiar),  
HTML/CSS (familiar), C# (beginner),  
Javascript (beginner)

### Software:

Adobe Photoshop, Adobe  
Illustrator, Adobe Premiere Pro,  
GameMaker Studio 2, Unity,  
Procreate, Clip Studio Paint,  
Autodesk Maya, Wordpress, Wix

### Languages:

Japanese (intermediate), Cantonese  
Chinese (native conversational)

## Education

### Macaulay Honors College at Hunter College, Spring 2022

B.A. Computer Science and  
Emerging Media, GPA: 3.98/4.0

**Relevant Courses:** Software Analysis  
and Design, Calculus I/II, Discrete  
Structures, Game Programming I,  
Concepts in Gaming, Imaginary  
Worlds, Graphic Arts, 3D Arts and  
Technology

## Awards and Honors

### Award of Merit in the Chinese American Citizens Alliance of Greater New York Essay Contest (2018)

- Financial award to 15 out of a  
hundred applicants for  
excellence in writing on the  
challenges faced by immigrants

### Featured Artist of "3-D Explorations" at Pratt Institute (2018)

- Art was chosen out of a few  
dozen students to be  
showcased for 3 months

## Projects

### Pillow Dream | 2D Video Game | Jan – April 2019

- Worked in a four-person team as programmer, animator, and concept artist to expand a < 3-day game jam concept into a full game, communicating with teammates to help bring the idea to life
- Created concept art for 3 different character sprites with movement scripts, then fully animated them using Procreate
- Used GameMaker Studio 2 and knowledge of C++ to program 5+ power-up effects, weapons, and automated movement for non-player characters
- Designed and implemented game visuals, interface, and user controls

## Experience and Leadership

### Emerging Media Manager

*Esports and Game Design Collective* | Sep 2018 – Present

- Work as a coordinator between the Emerging Media department and the EGD Collective to facilitate open and clear communication about school, club, and industry events between faculty and hundreds of members
- Create new plans for two dozen+ students in the Game Studio Program to promote member interaction and to create a friendly, energetic atmosphere for making and discussing games
- Tutor and advise new students interested in Emerging Media and game design for 2 hours weekly
- Lead a 5-person group in an interactive, immersive story based game
- Assist executive board in meetings, events, and fundraising

### Administrative Intern

*Asian Diabetes Center* | NYC | May – Sep 2017

- Processed billing information and filed hundreds of medical charts and electronic records, decreasing the delay patients experienced during check-in
- Coordinated with doctors and pharmacies to ensure files and prescriptions were organized and sent on schedule
- Assisted front desk receptionists with check-ins and scheduling in a fast-paced environment and resolved customer inquiries

### Literary and Graphic Arts Editor

*Stuyvesant Indicator Yearbook* | 2016 – 2018

- Created 30+ unique posters using Adobe Photoshop for biweekly school-spirit events to be displayed in school
- Composed vivid paragraphs about school staff, events, and memories shared by the graduating class
- Collaborated in weekly meetings with other editors to complete yearbook 2 weeks ahead of schedule