Christopher Shia

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EDUCATION

Yale University, New Haven, CT   2023 – 2027
BA in Computing and the Arts
- Richard U. Light Fellowship Recipient
- Cumulative GPA: 3.98

Relevant Coursework:
- Interactive Design and the Internet; 3D Modeling; Intro to Graphic Design; Full Stack Web Programming

SKILLS

- *Computer Skills:* C, C#, C++, Python, HTML, CSS, JavaScript, SQL
- *Application Skills:* Photoshop, InDesign, Illustrator, Unity (2D, 3D, VR), Figma, Procreate, Blender, Notion
- *Language Skills:* English, Mandarin Chinese, Spanish, Japanese (ACTFL Intermediate/Advanced)

EXPERIENCES

XR Pediatrics, *Student Game Design Assistant,* New Haven, CT   11/24 – Present
- Assist development of a health-based educational VR game aimed to reduce substance abuse in students.
- Write scripts in YAML, a human readable data serialization language, transferring narrative concepts to the game.
- Design 3D environments in Unity for gameplay scenes and playtest to aid in iterative development.

Amoriem Labs (Yale Undergraduate Game Developers), *Project Lead*, New Haven, CT   9/23 – Present
- Lead development of yearly original game projects, releasing complete games online and managing project goals.
- Plan speaker events and game jams, expanding Yale's game design scene and increasing membership by 40%.

Davenport Pops Orchestra, *Publicity Chair*, New Haven, CT   4/24 – Present
- Design original posters and branding for concerts of pop, movie, and game music for a 110+ member orchestra.
- Manage social media accounts, create promotional content, and manage local community outreach four times a year.

CORTEX Collective, *Visual Arts Editor*, New Haven, CT   9/24 – Present
- Create and illustrate original visual art pieces and assist with web design for semesterly publication.
- Collaborate with editors across disciplines to curate yearly multimedia exhibitions in the speculative fiction genre.

Yale University, *Bass Library/SML Frontline Services Assistant*, New Haven, CT   8/24 – Present
- Assist patrons from across the community in finding preliminary reference help and checking out equipment.
- Respond to student inquiries on library materials and services and correspond with library staff across two libraries.

PROJECTS

Rosefield Requiem, *Project Lead*/*Narrative Director/UI Designer* (More Info)   9/23 – 9/24
- Directed the development of a murder mystery visual novel at Amoriem Labs, leading a team of 19 students.
- Designed gameplay loops, designed UI/UX assets, and created Python scripts, adapting storytelling into gameplay.
- Supervised creative direction and timelines of the yearlong project, ensuring release of full version with 1500+ views.

Project Symphony, *Project Lead/Gameplay Designer/UI Designer* (More Info)   9/24 – Present
- Direct development of a narrative-focused rhythm game on Unity with a 23-person Amoriem Labs team for the year.
- Code gameplay & UI scripts in C# and create original UI assets and animations, utilizing Adobe Illustrator and Unity.
- Manage team timelines, assignments, recruitment, and design concepts, using Kanban methodology and Notion.

Asian American Footsteps Conference 2023, *Student Head*   4/22 – 4/23
- Organized the annual event for 300+ Asian students and faculty from New England independent high schools.
- Built the program of the day, reviewed workshop proposals, and managed 50+ member student planning committee.
- Corresponded with faculty advisors, staff, and students from 15+ different schools.