

Christopher Shia

Mountain View, CA | (508) 826-5965 | chris.shia@yale.edu | chrishiaportfolio.com | www.linkedin.com/in/chris-shia/

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; Data Structures; Full Stack Web Programming

SKILLS

- *Computer Skills:* C, C#, C++, Python, React, 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)

WORK EXPERIENCE

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.

Afro-Asia Group, *Extern*, New York City, NY

3/25 – 3/25

- Installed at Tiger Strikes Asteroid gallery, consulting with curators and artists to refine creative direction of the show.
- Developed and executed a social media strategy to enhance audience engagement, designing content with InDesign.

EXTRACURRICULAR EXPERIENCE

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.

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, and coded 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.

breadcrumbs, *UI/UX Designer, Frontend Developer*

1/25 – Present

- Design UI/UX for a location-based social media app, creating Figma prototypes and interactive UI assets.
- Implement frontend features using the React framework in collaboration with a five-member development team.