

# Christopher Shia

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## EDUCATION

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**Yale University**, New Haven, CT

May, 2027

*BA in Computing and the Arts, Certificate in Japanese*

- Cumulative GPA: 4.0
- Richard U. Light Fellowship Recipient

*Relevant Coursework:*

- Art of the Game; Interactive Design and the Internet; 3D Modeling; Data Structures and Programming Techniques

## EXPERIENCES

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**Amoriem Labs (Yale Undergraduate Game Developers)**, *Project Lead*, New Haven, CT

9/23 - Present

- Led the development and full release of a three-hour visual novel with a 19-person team over the course of a year.
- Lead the development of a new game project developed on Unity for the 2024-2025 school year.
- Plan speaker events, design tutorials, and game jams, expanding Yale's game development scene with the board.

**CORTEX Collective**, *Visual Arts Editor*, New Haven, CT

9/24 - Present

- Create and illustrate original art pieces in tandem with written and musical works for publication and exhibition.
- Collaborate with editors across disciplines to create semesterly multimedia showcases in the sci-fi 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.

**Yale University**, *Schwarzman Mural Project*, New Haven, CT

5/24 - 9/24

- Designed an original art piece for a collaborative student mural in the Schwarzman Center at Yale University.
- Communicated and brainstormed with a team of a dozen freshmen artists on theming for the collage mural.

**Davenport Pops Orchestra**, *Publicity Chair*, New Haven, CT

4/24 - Present

- Design original posters and branding based on concert theme for four concerts every year.
- Manage social media accounts and reach out to the local community every concert cycle.
- Organize and plan concerts for a 110+ member orchestra with a 20+ person board.

## PROJECTS

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**Rosefield Requiem**, *Project Lead/Narrative Director/UI Designer*

9/23 - 9/24

- Directed the development of a murder mystery visual novel at Amoriem Labs, leading a team of 19.
- Developed original UI, splash art, and narrative design ideas, adapting story into gameplay elements in Ren'Py.
- Supervised creative direction and timelines of the yearlong project, ensuring release of a demo and full version.

**Untitled Story-Based Rhythm Game**, *Project Lead/Gameplay Designer*

9/24 - Present

- Lead development of a narrative-focused rhythm game on Unity with an expanded Amoriem Labs team for the year.
- Headed pitching and ideation process and created gameplay mockups, utilizing Agile methodologies and Figma.

**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.

## SKILLS AND INTERESTS

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- *Computer Skills:* C, C#, C++, Python, HTML, CSS, JavaScript, SQL, Racket
- *Application Skills:* Unity, Adobe InDesign, Photoshop, Illustrator, Figma, Procreate, Blender, Aseprite
- *Language Skills:* English, Mandarin Chinese, Spanish, Japanese (ACTFL Intermediate/Advanced)
- *Interests:* Game Design, Interactive Design, Computer Science, Graphic Design, Creative Writing, DEI