Christopher Shia

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EDUCATION

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

XR Pediatrics, *Student Game Design Assistant,* New Haven, CT   11/24 – Present
- Assist development of a health-based educational VR video game aimed to reduce nicotine usage in students.
- Build scripts in YAML, a human readable data serialization language, transferring narrative concepts to the game.
- Provide feedback on YAML workflow and ease of usage while playtesting to aid in iterative development.

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.

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.

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 expand outreach to local community.

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.

PROJECTS

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.

Project Symphony, *Project Lead/Gameplay Designer/UI Designer*   9/24 - Present
- Lead development of a narrative-focused rhythm game on Unity with a 20+ person Amoriem Labs team for the year.
- Manage all team timelines, coordinate design concepts, and create UI mockups, utilizing Kanban, Notion, 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

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