

EDUCATION

- Dec 2019 **Master of Entertainment Technology**
Carnegie Mellon University
Entertainment Technology Center (ETC)
- Jun 2018 **Bachelor of Computing (Computer Science)**
National University of Singapore
University Scholars Programme
Specialization: Interactive Media

SKILLS

- Programming/Scripting C#, C++, Excel, Java, JavaScript, Python, HTML, CSS
- Game Engines Unity, Unreal Engine, Ren'Py, Twine
- Design Photoshop, Illustrator, Premiere Pro, After Effects
- Languages English, Mandarin, Japanese

RELEVANT COURSEWORK

- CMU ETC Building Virtual Worlds, Visual Story, Improvisational Acting
- NUS Probability and Statistics, Fundamentals of Physics, Game Design/Development, Human-Computer Interaction, Interaction Design for VR/AR, Software Engineering, Computer Science Fundamentals, Honors Thesis

EXPERIENCE

- Aug 2018 **Intern, Unity Instructor** Tinkertanker
Ported prototype mobile apps made by middle schoolers into publishable Unity apps. Taught middle and high school students to make games in Unity. Designed and executed an escape room game with technological elements, using Arduino, Unity and Google Cardboard.
- Jul 2017 **Software Engineering Intern** Hiverlab
Created interactive 360 video applications for corporate clients in Unity for the Samsung Gear.

ACADEMIC PROJECTS

- 2018 **Beat'Em** HTC Vive, Unity
Created for the BVW class at the ETC. Designed and programmed a rhythm action game with a VR beatmap maker that reads/writes to CSV files created in Excel.
- 2018 **Teeter Feeder** Phidgets, Unity
Created for the BVW class at the ETC. Designed and programmed a 2-player action game using Phidget-powered see-saw controllers.
- 2017 **8th Sea** Unity
Programmed, maintained spreadsheets for and designed UI and gameplay for a multiplayer split-screen cooperative action game about being a marine biologist.
- 2017 **Batchmake**
Designed gameplay, wrote rulebook, maintained spreadsheets and created artwork for a prototype of a competitive 2-player card game where players must earn the most chef stars by collecting ingredients and completing recipes.

PERSONAL PROJECTS

- 2018 **Buns Out** Card game
Board game jam entry. Designed, maintained spreadsheet for a four-player card game about making burgers.
- 2017 **Night Shift** Unity
Game jam entry. Programmed and designed mechanics for an action game about being a dog who can shift between two forms with different abilities.
- 2016 **Read Only Mayhem** Unity
Game jam entry. Programmed and made character art for a 2-player split-screen side-scrolling action game.
- 2016 **Look! Spooks!** Unity
Game jam entry. Designed and programmed gameplay mechanics for an action game about taking pictures of posing ghosts at precise times.
- 2015 **Twisty Tree** Unity
Winner of Gamecraft 2015. Programmed, designed and made character art for a puzzle platformer involving a bird traversing through a tree trunk which can twist.