

Education

- BROWN UNIVERSITY** | *GPA: 4.00/4.00* PROVIDENCE, RI | EXPECTED GRADUATION MAY 2021
Bachelor's in Game Design and Development
User Interfaces & User Experience Head Teaching Assistant (Fall 2019)
Relevant Coursework: User Interfaces & User Experience, Functional & Object-Oriented Programming, Digital Worlding, Computer Systems (C-language), Games in Human Societies Past and Present, Digital Media, Video Games Studies
- WESTVIEW HIGH SCHOOL** | *GPA: 4.33/4.00* SAN DIEGO, CA | GRADUATED 2017
Comic Writing and Production Club President, California Young Playwrights Contest Winner, Science Olympiad, 2400 SAT Score

Skills

TECHNICAL: Java, C#, Unity, Adobe Illustrator, Photoshop, HTML/CSS, Scala, OCaml, Scheme, C, JavaScript, React
LANGUAGES: English (Native), Mandarin Chinese (Native)

Projects

- LANGUAGE & AI PROJECT** | *UX DESIGNER, C#, UNITY PROGRAMMER* MAY 2018 – PRESENT
Designed language system of user-built expressions which are procedurally interpretable and generatable by NPCs.
Developed AI system: NPCs act based on goals and beliefs. NPC speech is not hard-coded and contextually variable yet relevant.
Built UI, including keyboard for intuitive construction of expressions with varied complexities. Half of two-person team.
- WRITER'S BLOCK** | *UX DESIGNER, PROJECT LEAD, C#, UNITY PROGRAMMER, GAME DESIGNER* FALL 2018
Designed and developed accessible user experience (wordplay puzzles, UI, rhyming hints, narrative) of puzzle game where player is a writer traveling through a storybook, moving words to manipulate the environment. Managed 13-person team.
- ELEVATOR OPERATOR** | *UX DESIGNER, C#, UNITY PROGRAMMER, DESIGNER, ARTIST* AUGUST 2018
Developed puzzle game in 72-hours from scratch for Ludum Dare 42. Game praised for quirky humor.
- GRANNY & SQUIRTSWORTH** | *LEAD C#, UNITY PROGRAMMER, GAME DESIGNER* SPRING 2018
Programmed object interactions and movement in puzzle platformer game where player manages ink resource while ink drips on and off platforms to activate and deactivate them. Designed core ink drip mechanic.
- ETHEREAL COOK (PUZZLE ADVENTURE GAME)** | *GAME DESIGNER, JAVA PROGRAMMER* SUMMER 2017
Built game mechanics, dialogue trees, player/NPC interactions, and GUI using Java Swing libraries. Implemented system based on inheritance, encapsulation, modular design to manage complex interactions between classes. Half of two-person team.

Leadership Experience

- BROWN RISD GAME DEVELOPERS** | *EXECUTIVE BOARD DESIGN LEAD, PROGRAMMER* FALL 2017 – PRESENT
Project manager, game designer, and programmer (Java, C#, unity) on undergraduate and graduate game projects.
As a board member, coordinated meetings, planned events and panels, facilitated creation of semester-long games by smaller groups (typically 6–12 people) within the larger 70-person organization. Group met each weekend for 4 – 8 hours (~24hrs / semester).
- INNOVATION DOJO** | *COHORT MEMBER* SEPTEMBER 2017 – DECEMBER 2017
Created comic about emotional fears as selected student inventor in semester-long entrepreneurship and innovative design workshop. Brought project through user research, prototyping, and pitching.
- CATALYST FOR SUCCESS** | *DIRECTOR OF OPERATIONS* APRIL 2016 – JUNE 2017
Arranged events with elementary schools for high school students to conduct hands-on chemistry and physics experiments. Oversaw teams of students across California and provided direction to other schools for establishing non-profit chapters.

Honors

- 1ST IVY LEAGUE GAME DESIGN AND DEVELOPMENT MAJOR** SPRING 2019 - PRESENT
Developed concentration with Brown University faculty to support the field of games as a legitimate art form and field of study.
- ESA FOUNDATION** | *COMPUTER AND VIDEO GAME SCHOLAR* 2017 - PRESENT
Received scholarship for achievement in Computer and Video Game Arts. Attended E3 Expo 2018 as a scholar.
- INTERNATIONAL AUTONOMOUS ROBOT COMPETITION** | *1ST OVERALL, 1ST TECHNICAL PRESENTATION* JUNE 2015
Programmed (Java) robot to virtually map and solve maze using Android phone camera. Two-person team.