

SUMMARY OF QUALIFICATIONS

- Experience leading interdisciplinary teams of artists and engineers to complete interactive experiences as a team.
- Experience simultaneously working with multiple clients and juggling several projects requiring management, interpersonal, technical, creative thinking and adaptive problem solving skills.

Languages:	• English	• Mandarin Chinese	• Japanese	• Spanish	
Development/Porting:	• C/C++, Java, C#	• HTML, CSS	• Python	• VBScript	• MFC
Engine Integrations:	• Double Fusion SDK	• Gamebryo Element	• Irrlicht Graphics Engine	• Panda 3D	
Testing:	• Playstation	• Xbox	• PC		
Other:	• Adobe Photoshop	• Adobe Illustrator	• Microsoft Office	• Visual Studio	• US Citizen

WORK EXPERIENCE

Co-Founder, Producer May 2010 – Present
FATHOMBROOK - Video game startup fathombrook.com

Co-Founded Fathombrook to make great games with great people

- Handled the initial bookkeeping to make sure that all members know how much was invested and where that money goes.
- Set up the business entity by procuring the business license and corporate bank account.

Producer

Evacuation - Xbox Live Indie Games - *Lead a team of elite to help evacuate a city with a mutant infestation.*

May 2010 - August 2010

- Lead an interdisciplinary team of four artists, engineers and designers to create a complete game with twelve levels, over 20 weapons, and six vehicles in less than four months.
- Scheduled the project including major milestones and individual deadlines.
- Arranged playtests to gather information about our game and make informed design decisions.
- Ensured that all members were on schedule with tasks that needed to be done in order to complete the game.
- Published on Xbox Live Indie Games under budget and on schedule.
- Submitted game to IGF 2011 Main Competition and Student Showcase.
- Advised on programming optimizations, textured models, and found sounds in order to keep the project on track.

Executive Assistant to the CEO, Manager of Research and Development

November 2007 - August 2009

GLOBAL RESOURCE INTERNATIONAL CORP., LTD. - Innovator in sports fitness Qingdao, China

Designated overseas client relationship manager. Propose and implement improvements in manufacturing and R&D.

- Increased active projects from 200 to over 300 while reducing the number of engineers from 6 to 5.
- During my stay revenues increased from 7,000,000 RMB to 10,000,000 RMB.
- Aided in securing large OEM and ODM projects from the largest fitness manufacturers in Asia, Australia and Europe.
- Test products extensively and advise on improvements in manufacturing and design.
- Designed and oversaw creation of company booth at the China International Sporting Goods Show in 2008 and 2009
- Co-authored the website in order to better communicate product information to potential clients. (www.gricorp.net)
- Develop Excel spreadsheets using macros for automated document creation.

PROJECT EXPERIENCE

Co-Producer, Programmer January 2011 – Present
PUPPETEERING - PUPPET + ENGINEERING Unity 3D, C++

Creating personal interactions with virtual characters

- Facilitated communications with external parties to aid in the presentation of our project at the 2011 BVW festival.
- Worked in interdisciplinary team of four artists and engineers to create a virtual puppeteering application.
- Assembled team website to share the vision of the project (<http://www.etc.cmu.edu/projects/puppeteering/>).
- In two weeks, developed a voice-altering system using C++ and FMOD to mimic our character's voice and send voice related data over the network to our Unity3D client.
- Designed and assembled hardware solution needed to create the interactive experience.

Producer

August 2010 - December 2010

COCO & CO - CONSTRUCTIVE COMMUNICATION & COLLABORATION Unity 3D

Fostering cross-cultural communication and collaboration by creating a game where players do not rely on text or speech in order to communicate.

- Lead interdisciplinary team of six artists, engineers and designers to create a new playing experience.
- Arranged playtests to analyze feedback and fix the parts of the game that are unclear to first time players.
- Created team website to communicate the project and goals to external parties (<http://www.etc.cmu.edu/projects/cococo/>).
- Submit our game to festivals, conferences and other such events in order to give our project greater exposure.
- Arranged team-building activities to keep team morale high.

Producer, Programmer

October 2009

SNOWBALL MANIA Panda3D, Wiimotes

- Lead interdisciplinary team of five artists and engineers to create this experience in one week.
- Featured in the local newspaper (<http://www.postgazette.com/pg/09308/1010559-96.stm>).
- Employed the use of wiimotes to simulate head tracking for an immersive 3D experience.
- Aided in the construction of physical props to complete the interactive experience.

EDUCATION

CARNEGIE MELLON UNIVERSITY - Pittsburgh, PA *Master of Entertainment Technology* August 2009 - May 2011

THE YAMASA INSTITUTE - Okazaki, Japan *JLPT Level 2 Certified* April 2005 - June 2006

UCLA - Los Angeles, CA *B. S. in Computer Science and Engineering* October 1998 - December 2002

HOBBIES/INTERESTS

- Video gamer
- International traveler
- International Toastmaster