# YuQian Lea Shi

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## PROFESSIONAL SUMMARY

Graduate student at Carnegie Mellon University with a unique combination of technical expertise and artistic sensibility. Experienced in building interactive games using Unity, with a focus on crafting immersive and engaging experiences in the entertainment industry.

## EDUCATION

**CARNEGIE MELLON UNIVERSITY**

Master of Entertainment Technology                                                          Exp. Graduation May 2026

**UNIVERSITY OF MASSACHUSETTS AMHERST**

B.S. in Computer Science;
B.A. in Studio Art                                                                                          May 2024

## SKILLS

Unity Engine | UX/UI Design | Python | Java |C#/C++ | JavaScript | HTML/CSS

## PROJECTS

**A BEGINNER'S GUIDE TO KIKI WATCHING - programmer & artist**                           Oct 2024
- Implemented a notebook system that dynamically displays photos taken by the player in VR using Unity and Meta Quest 3.
- Designed and illustrated key UI components and crafted custom ending credit illustrations.
- Created a falling leaves particle system to enhance the environmental atmosphere within the VR world.

**SECRET OF ORPHANAGE - programmer & producer**                                          Sept 2024
- Architected and implemented key game systems, including the game manager, scene manager, and UI components in Unity.
- Led the production pipeline from concept through completion, coordinating cross-functional teams and ensuring project milestones and deadlines were consistently achieved.
- Partnered with artists and sound designers to harmonize narrative elements with gameplay.
- Engineered and optimized a dynamic day-based structure, leveraging static game data to streamline scene transitions and orchestrate in-game events.
- Selected to be showcased at the Bit Bridge Halloween Showcase 2024.

**VLOG IN FINTECH - undergraduate research volunteers (URV) program**          Dec 2021 - Jan 2022
- Collaborated with three undergraduate students and one Ph.D. mentor to analyze how Blockchain influencers use video as a media to share knowledge and dismantle stereotypes of developers.
- Constructed a YouTube comment extractor in Python by using YouTube API and OAuth 2.0.
- Led the Data Collection and Analysis for the project by doing the sentiment analysis.

**EAT THIS! - group project of CS320 Software Engineer course**                      Dec 2021 - Jan 2022
- Collaborated with seven undergraduate students to create a website that allows UMass students to find dining locations based on their food preferences and live location data at their search time.
- Designed and built the UI of the website using React.

## EXPERIENCE

**UMASS CENTER FOR KNOWLEDGE COMMUNICATION**                                    Sept 2022 – May 2024
Research Lab Assistant
- Updated the Grade 5 math problems for MathSpring, a web-based intelligent tutoring system.
- Proposed a year-long honor thesis project of designing a teacher-centered dashboard prototype for WearableLearning (WL), a cloud-based education technology for math learning, through a co-design process.