VALERIA YANG

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106 Central St. Wellesley, MA

SKILLS

ART

Maya
ZBrush
Unreal Engine 4
Unity
Substance Painter
Photoshop
Illustrator
Animate
Premiere Pro
Audition
AfterEffects
InDesign

PROGRAMMING

C#
Python
Javascript
HTML & CSS
Java
C Programming

LANGUAGES

English (native)
Mandarin Chinese (native)
French (intermediate)

EDUCATION

WELLESLEY COLLEGE
2017 - Dec 2020
B.A. Media Arts & Sciences

MASSACHUSETTS
INSTITUTE OF
TECHNOLOGY
2019 - 2020
Cross-Registered |
Comparative Media
Studies

WORK EXPERIENCE

QA PROJECT MANAGEMENT INTERN
June 2020 - Sept 2020

Unity Technologies | Framingham, MA

- Brought over 20 projects to completion by effectively managing and tracking tasks for the QA team in Jira.
- Influenced client and sales tracking by organizing and compiling information on 100+ game titles affiliated with Vivox including their publishers, PCU data, and version types.
- Improved task efficiency for QA and Engineering by researching and data mining through 20+ Jira tickets.

GAME DESIGN TEACHER ASSISTANT
Sept 2020 - Present

Pforzheimer Learning and Teaching Center | Wellesley, MA

- Created documentation and tutorials for students on Unity and Adobe Creative Cloud content.
- Guided students through programming and software problems for assignments during office hours.
- Trained and certified according to the College Reading and Learning Association.

GAME ARTIST & LEAD DESIGNER
May 2019 - Aug 2019

MassDigi | Worcester, MA

- Modeled, textured, rigged, and animated over 30 digital assets including 3D characters, environment art, UI, and 2D concept art.
- Researched and managed the core game mechanics, features, and systems to develop and ship a merge idle mobile game.
- Facilitated my team's playtest sessions with testers such as children and other game developers.

3D ENVIRONMENT ARTIST
June 2018 - Aug 2018

MIT Game Lab | Cambridge, MA

- Created scientifically-accurate 3D models of microscopic human lung cells.
- Generated an explorable environment within the cell, so players could analyze organelles at a microscopic level and understand the symptoms of lung diseases.
- Game released to high schools in the Boston area for health and biology classes during the Fall of 2018.

INTERACTIVE MEDIA INTERN
Oct 2017 - Feb 2020

Wellesley College Clapp Library | Wellesley, MA

- Hosted bi-monthly workshops on virtual and augmented reality, 2D and 3D creative media software, and 3D printing technology for beginners and advanced users.
- Guided an average of 5 students and faculty per shift with leveraging aforementioned technology in their research or classwork.
- Directed, produced, filmed, and edited publicity videos for classes and campus locations. Created 3D models to display in the Knapp Media Center, as well as documentation for easier reference.

LATEST PROJECTS

LEAD ARTIST & GAME DESIGNER
Sept 2019 - Dec 2019

MIT CMS.617 "Advanced Game Studio" | Cambridge, MA

- Produced all custom digital assets for a third-person stealth game called "Dark Hunter" in a span of four months in a team of three.
- Designed three levels of varying sizes and difficulties, player abilities, and different AI behaviors.