

Jingyu Xie

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EDUCATION

Carnegie Mellon University	Aug 2022 - May 2024
Entertainment Technology Master	Pittsburgh
Worcester Polytechnic Institute	Sep 2018 - May 2022
Interactive Media and Game Development, Computer Science Bachelor	Worcester

SKILLS LIST

- **Programming Language:** C#, Java, Javascript, Python, C++, SQL
- **Game Engine:** Unity, Unreal 5, Game Maker Studio 2
- **Sound Related:** Reaper, Adobe Audition, Wwise
- **Other Software:** Adobe Photoshop, Illustrator, After Effect

PROJECT EXPERIENCE

PicoLock	Sep 2023 - Present
Designer, Programmer, Sound	Pittsburgh
<ul style="list-style-type: none">• Platform: Website• Developed by: Unity WebGL• In a team of 5, designed and developed a fun and educational web-based game with a theme "cryptography" for PicoCTF, a cyber security related competition• Responsible for designing and developing gameplay and puzzles	
Neon Noir	Feb 2023 - May 2023
System Designer, Programmer, Producer	Pittsburgh, PA
<ul style="list-style-type: none">• Platform: 6 mobile phones + 1 computer• Developed by: Unity WebGL + Photon Pun• In a team of 6, cooperatively developed a web-based multiplayer murder mystery game in cyber-punk world• Responsible for designing and developing core game mechanics like exploration, clue base, and detective board system	
Dark Souls Like Wuxia	Dec 2022 - Present
Programmer, Gameplay Designer, Narrative	Pittsburgh, PA
<ul style="list-style-type: none">• Platform: computer• Developed by: Unity• In a team of three, designed and developed a Wuxia themed turn-based game (reference: <i>Into the Breach</i>)• Responsible for developing large map related interactions including event systems and dialogue systems	
ETC Festival Bingo	Dec 2022 - Dec 2022
Back-End Programmer	Pittsburgh
<ul style="list-style-type: none">• In a group of nine, designed and developed a bingo website for ETC 2022 festival• Including experience like gathering collectable items through entering secret numbers• Responsible for back-end database related functions and interactions between front-end and back-end	