

# Wei Xie *Game Designer*

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## EDUCATION

CARNEGIE MELLON UNIVERSITY, Pittsburgh, PA.

**Master of Entertainment Technology** | May 2016

BEIJING NORMAL UNIVERSITY, Beijing, China.

**Bachelor of Science in Educational Technology** | July 2013

HOKKAIDO UNIVERSITY, Hokkaido, Japan.

**Exchange Program in Education Department** | Aug 2012

UNIVERSITY OF CALIFORNIA, Berkeley, CA.

**Summer Session** | Aug 2011

## SKILLS

- Game design skills: Gameplay, Mechanics, UI/UX, System, Level, Paper prototyping, Playtesting, Documentation
- Game development tools: Unity 3D, Cocos Studio
- Version control tools: Perforce, Mercurial
- 2D software: Adobe Photoshop, Illustrator
- Video software: Adobe Premiere, After Effects
- 3D software: Maya, ZBrush, SketchUp
- Programming language: C, Java; Web: Html, CSS
- Other: Microsoft Office Specialist Official Certification
- Language: English . Chinese

## ACADEMIC PROJECTS

POCKETROOM. *AR, Occipital Structure Sensor, iOS*

**Designer** | Jan-May 2016 (in progress), Redwood Shore, CA

This App will improve in-store furniture shopping experience by previsualizing how real furniture fits inside scanned rooms.

- Design user experience, UX flow, interaction and user test.
- Create design documents, blogs and branding photo.

GARDEN. *VR, MR (Mixed Reality), Google Project Tango*

**Lead Designer/Artist** | Sept-Dec 2015, Redwood Shore, CA

This game allows players to walk around untethered in virtual reality and interact without using controllers.

- Featured on Google Tango Play Store.
- Designed interaction, UX, levels, documents and playtest.
- Created all the art assets, branding and gameplay video.
- Co-author of paper "Garden: A Mixed Reality Experience Combining Virtual Reality and 3D Reconstruction". Paper accepted for CHI 2016.

LENDING HEARTS. *Mobile: Android, iOS*

**Designer / Artist** | Jan-May 2015, Pittsburgh, PA

This game was developed for the Lending Hearts community that encourages creativity and companionship.

- Published to Google Play and will be on App store soon.
- Designed mechanics, system, levels, UX and playtest.
- Created concept, 2D assets, UI and branding materials.

BUILDING VIRTUAL WORLDS. *Multiplatform*

**Designer / Artist / Producer** | Sept-Dec 2014, Pittsburgh, PA

Rapidly prototyped 5 virtual worlds in one-to-three-week.

- Designed mechanics, systems, levels, stories and UI/UX.
- Created storyboards, 2D&3D art assets and animation.

## PERSONAL PROJECT

PABO. *Mobile: iOS, PC: Windows 8*

**Lead Designer / Artist** | Jan 2015 - present, Pittsburgh, PA

This is a physics-based puzzle game for casual gamers. The prototype was created during Global Game Jam 2015.

- Published to the App store and the Windows store.
- Designed game mechanics, levels, narratives and UI/UX.
- Created UI elements and art assets.

## EXPERIENCE

NetEase Games (Intern)

**Interactive Visual Designer** | July– Aug 2015, Hangzhou, China

- Worked in the UX department. Designed interfaces, logos, icons, visual effects and wrote analysis documents.

Wuhan Railway and Bridge engineering school

**Teacher** | 2013-2014, Wuhan, Hubei, China

- Taught English for China high-speed railway attendants.

International Conference for Media in Education 2013

**Young Researcher Award Winner** | July 2013, Nagoya, Japan

- Presented an academic design about future classrooms.
- Published paper "Future Classroom Case Study: KALS of Tokyo University and TEAL of Massachusetts Institute of Technology" on China Information Technology Education (2013, 9: 99-101).

International Conference for Media in Education 2012

**Visual Designer** | July 2012, Beijing, China

- In charge of all branding design for the conference.

## INTERESTS

Gaming, Painting, Theatre, Dancing, Chinese calligraphy