Bokang Wang

Pittsburgh, PA
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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)   Pittsburgh, PA

Master of Entertainment Technology   *Expected May 2023*

The Hong Kong Polytechnic University   Hong Kong

Bachelor of Science in Computing   *2016 - 2020*

SKILLS

Programming Languages: C#, C++, C, Python, Java, PHP, HTML, CSS

Game Development: VR, AR, Rapid Prototyping, Playtesting, Motion Capture

Tools: Unity, Unreal, Visual Studio, Git, Perforce

PROJECTS

3D Data Visualization of Machine Learning, Google & ETC   Pittsburgh, PA

Producer, Programmer   *Jan. – May. 2022*

- Visualized 4 types of data in 3D environments through 5 interactive experiences with Google scientists.
- Explored how to make Machine Learning engaging and accessible with 3 ML algorithms (K-means, Q-learning, Fast Fourier transform) and 3 platforms (PC, VR. Ultrahaptic)
- Led a team of 7, served as the point of contact with advising professor and Google scientists, fostered productive team communication, managed the development process, and maintained development documentation and website

Building Virtual Worlds, ETC   Pittsburgh, PA

Game Programmer, Game Designer   *Sep. 2021 –Nov. 2021*

- Rapid prototyped and iterated 5 different theme AR/VR games and each of them lasts for 1-2 weeks
- Collaborated with producers, programmers, artists, and sound designers in an interdisciplinary team of 5
- Developed on multiple platforms including Oculus Quest 2, HTC Vive Tracker, HoloLens 2 with Unity
- Implemented programming content: player controller, animation, gameplay mechanics, user interface and scripting

A Day in The Life of a Girl, ETC   Pittsburgh, PA

Game Programmer, Game Designer   *Oct. 2021 – Nov. 2021*

- Designed and developed 2D interactive story game focusing on the relationship between LGBT community and their parents in 2 weeks with a team of 5
- Implemented narrative-focused gameplays which mimic or reveal main characters thoughts and actions with Unity

Hyacinth, Global Game Jam   Shenzhen

Game Programmer, Producer   *Jan. 2019*

- Rapid prototyped 2D puzzle game concerning childhood psychological trauma with Unity in 48 hours
- Organized the brainstorm, suggested the initial idea based on personal experience and inspired our team to design a game which better represents people with similar backgrounds

WORK EXPERIENCE

Orta Interactive Studio   Pittsburgh, PA

VR Software Engineer Intern   *Jun. – Aug.2022*

- Developed *Romeo and Juliet - VR*, an interactive game to educate opera performer on acting and line-reading through virtual stage, using Unity engine in a team of 4.
- Recorded animation using the Motion Capture system and created a pipeline for processing Mocap data with artists.
- Responsible for all programming content developing and testing, including gameplay, UI, animation, sound, lighting.

Sheng Qu Games   Shanghai

Game Designer Intern   *Sep.2020 – May.2021*

- Designed and balanced the character's movement system and combat AI, enemy combat AI, chatting system, backpack system, achievement system for a mobile MMORPG game *The World of Legend*
- Analyzed the needs of users and collected the users' playtesting feedback to optimize the gameplay