

CHRISTY YE



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christy-ye

EDUCATION

University of Southern California

August 2020 - May 2023

MFA in Interactive Media Game Design

University of California, San Diego

BA in Visual Arts Media

Minor in Computer Science

SKILLS

C/C#/C++, Swift/SwiftUI, Objective-C, Python, glsl/HLSL, JSON data, Perforce, Git, APIs, MetalKit, ARKit, RealityKit, Lightship ARDK, OpenGL, HTML, UNIX

Rapid Prototyping, XR Development, VR/AR, iOS Development, 3D Design, Spatial Design, Grey-boxing, Narrative Design, Agile, Computer Graphics, Wire-framing, Level Design, UI/UX, Usability Testing, QA, A/B Testing

TOOLS

Figma, Miro, Photoshop, Illustrator, Premiere, Jira, After Effects, Twine, Sketch

Unity, Unreal, Blueprint, Xcode, Maya, GitHub/GitHub LFS, Perforce/P4V, WebGL, ShaderLab, Substance Designer

LANGUAGES



English | Fluent



Mandarin | Fluent



Cantonese | Fluent



Japanese | Intermediate

WORK EXPERIENCE

Sony Immersive Music Studios | Immersive Entertainment Intern

June 2023 - August 2023, Los Angeles

- Rapid prototyped MR interactive music experience using **Unreal Engine 5** and **Blueprints**
- Modeled character and environment assets using **Maya**
- Demonstrated and pitched immersive prototypes to various domestic and overseas teams across Sony

USC Libraries Ahmanson Lab | Software Engineer

September 2020 - September 2023, Los Angeles

- Prototyped various **AR VFX** and **mobile UX** features in order to increase user engagement using **RealityKit** and **MetalKit** over the course of **6 months**
- Developed **mobile AR iOS app** that processes **IIIF APIs** to help historians study and interact with **IIIF archival content** remotely using **ARKit/RealityKit, MetalKit** and **SwiftUI**
- Delivered technical presentations on product remotely during 2 worldwide conferences: the **ACH 2021** and the **IIIF Annual Conference 2021**

ILM Immersive | Experience Designer Intern

June 2022 - August 2022, Remote

- Designed and play-tested level grey-boxes, metrics gym(s), and VR levels using **Unreal, Blueprint, and Oculus Quest**
- Documented level top-downs, UI/UX control systems, and AR experiences using **Figma** for various production departments
- Prototyped and designed **mixed reality** experiences and facilitated brainstorming session with design team

Seismic Software Inc. | Software Engineer

August 2017 - August 2020, San Diego

- Increased sales competitiveness for clientele by achieving feature parity through delivering an **AR immersive experience** on **iOS** in a team
- Increased clientele sales experience in the Sales Enablement Industry by developing and animating an immersive **WebVR app** using **Unity**
- Strengthened QA pipeline so that the team was able to reduce manual testing and bug regression by scripting **iOS Automation tests** using **XCTest** and **Swift**

PROJECTS

Silent Sparrows (鸦雀无声) | AR Installation | Designer & Developer

January 2022 - May 2023

- Designed and developed a historical fiction **mobile AR game**, based on events during the 1980's in China, using **C#, Unity**, and **Niantic's Lightship ARDK**
- Designed and developed an immersive, interactive installation set using **IoTs, AR Image Anchors**, and **3D art assets** using **C#, IFTTT Webhooks, Maya**, and **Substance Designer**
- Published academic paper and submitted to global technology conferences like the **Human-Computer Interaction International 2023** ([here](#))

Road Less Traveled | Visual Novel | Software Engineer

January 2021 - June 2021

- Developed backend architecture to support interactive narratives using **JSON data, C#** and **Unity**
- Designed gameplay mechanics and UI to create an immersive and engaging narrative using **C#, and Unity**
- Lead a remote, international team to design and publish a historical visual novel centred around women empowerment on **itch.io** for the **USC Expo 2021**