

# Yiming Xiao

## Game Programmer

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## Education

### Carnegie Mellon University(CMU)

Master of Entertainment Technology

Pittsburgh, PA | Aug 2021 - Jul 2023

### Arizona State University(ASU)

Master of Science Psychology(online)

Phoenix, AZ | Oct 2020 - Jul 2022

### Sun Yat-sen University(SYSU)

Bachelor of Economics in Finance

ZhuHai, CN | Sep 2015 - Jul 2019

## Projects

### Programmer

**JunkYard Heroes**, Gesture Input Game

I was responsible for the main logic of the game and all inputs interaction.

Pittsburgh, PA | Nov 2021 - Dec 2021

It is a two-players cooperative game, the purpose is to defeat the garbage monster in the garbage dump. **Vive Tracker**

### Programmer

**Marley My Dear**, VR Game

I was responsible for the tutorials of the game and gesture inputs interaction.

Pittsburgh, PA | Oct 2021 - Nov 2021

It is a story-based VR game that player play as a puppy to help its granny. There is no button input in the game. **Oculus Quest2**

### Programmer

**Trick or Treat**, AR Game

I was responsible for the inputs and pathfinding algorithm of ghosts.

Pittsburgh, PA | Sep 2021 - Oct 2021

It is a AR game that player need to help boys escape from ghosts. **HoloLens 2**

## Experience

### Level Designer Intern

**NetEase Marvel Duel**

· I was responsible for the level design and completed Marvel Duel's tutorials with Unity Behavior Trees.

· I was responsible for polishing visual effects of cards and polishing UI and hero animation

Hangzhou, CN | Nov 2020 - July 2021

### Game Designer Intern

**Guangzhou YingZheng TankWorld**

· I was responsible for the level design and numerical balance of the game

· I was responsible for the system design of the technology system and the equipment smelting system

Guangzhou, CN | Aug 2020 - Nov 2020

### Game Designer Intern

**Zhejiang ThinkFly Orderopia**

· I was responsible for the character numerical design and skill design.

· I was responsible for the monster numerical design and level reward design.

Guangzhou, CN | Mar 2019 - Jun 2019

## Skills

### Design

Level Design

Numerical Balance

System Design

Playtest

### Programing

C#

DeepLearning.

Python

Unity