MELODY TING

CONTACT

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EDUCATION

Carnegie Mellon University '18
B.H.A Cognitive Science & Art
Minor in Animation & Special Effects
Minor in Human Computer Interaction
GPA: 3.27

SKILLS

Proficient:	Familiar:
Adobe CC	After Effects
CSS3 & HTML5	C
Javascript	D3
Python	Maya
Sketchup	
Unity	
Sketching	
Prototyping	

Fluent in French, Spanish, and verbally proficient in Mandarin

RELEVANT COURSEWORK

Experimental Design
Data Structures & Imperative Programming
Fundamentals of Programming
Concepts of Mathematics
Interactive Art
Digital and Electronic Media
Data Visualization
Functional Programming

*denotes current coursework

EXPERIENCE

Electronic Arts - Visceral Games | UI/UX Design Intern   MAY-AUG '16,'17
'16 - Created and implemented game design elements on an undisclosed Star Wars title with visual scripting in EA's in-house game engine and conducted UX research and playtesting on xbox and Playstation 4
'17 - Worked with gameplay developers, engineers, and designers to research and design an awareness meter for enemy AI spatial states, prototyped different game interfaces based off the project design pillars, and served as liason between the design and UX research team

Research Applications in Game Development | Teaching Assistant   SEP-DEC '16
Held office hours and co-managed a projects-based game development course that met three times a week with a focus on AR/VR applications and assisted students with C# in Unity

Smart Futures | Web Designer   SEP-DEC '16
Re-designed and branded a Pittsburgh based nonprofit that outlines college and career options for underprivileged and special needs students through web-based services and a mentorship program

PROJECTS

Ping | Front-End Developer   Ionic Frameworks, HTML&CSS,AngularJS
Co-developed a mobile app on a team of four that allows bystanders to actively intervene in situations of sexual assault through geolocation, messaging, camera, and the Facebook API that won first place at TartanHacks 2016 for Social Innovation

The Cultural Appropriation Project | Curator & Web Designer
Received undergraduate grant to organize an art show at the FRAME Gallery based on campus wide interviews to provoke discussion on the topic of cultural appropriation and designed and created the official website for the project

ShopVR | Front/Back-End Developer & Artist   Unity, Sketchup, C#
Modeled and implemented a virtual shopping experience in Unity3D and C# with the Oculus Rift with first-person controls and interaction for use with the Target API

In Cannes | Effects Specialist/Editor   After Effects, Premiere Pro
Created special effects for a dark action comedy and placed first as an effects specialist and editor in the Creative Minds Group: "Made in Cannes" short film showcase at the 69th Cannes Film Festival in Cannes, France

ACTIVITIES

TEDXCMU | Internal Curator & Board Member   '15-'16
Organized annual TED talk event, featuring 8 total external and internal speakers, and managed school-wide Student Speaker Competition

CMU in Haiti | Social Media Chair & Exec. Board Member   current
Responsible for organizing publicity and maintaining the website and official social media channels in collaboration with Fundraising chairs to raise money for grassroots organizations in Haiti

Scotch n' Soda | Set Designer
Designed sets for three individual productions by CMU's student-run theatre group using Sketchup, Illustrator, and Photoshop to create scaled mock ups of each set and by working closely with the creative and technical leads for each piece