

Mengqi(Elicia) Wu

mengqi1@andrew.cmu.edu

mengqiqiwu@gmail.com

www.mengqi.com

412-801-1772

EDUCATION

Carnegie Mellon University, Pittsburgh, PA

- **Master of Entertainment Technology**, 2019

University of Pittsburgh, Pittsburgh, PA

- **BS in Computer Science** and Minor in **Music**, 2016

SKILLS

C; C++; C#; Java; Python; XML; SAL; Lisp; MIPS; JavaScript
Unity; Unreal Engine 4; Android Studio; Cocos2d-x; Apple ARKit; Google ARCore; HTC Vive
Photoshop; Audition; Premiere; Logic Pro X; Digital Performer; Ableton

RELEVANT COURSES

Software Engineering	Systems Software	Data Structure
Software Testing	Algorithm Implementation	Formal Methods in CS
Operating System	Interface Design Methodology	Theory of Computation
Linear Algebra	Software Design Methodology	Computer Organization & Assembly

PROJECTS

Hot Metal (Manufacturing Future Project), ETC, Programmer and Lead Designer Spring 2019

- Worked on an educational technology project which is targeting at helping engineering students learn to operate a metal Additive Manufacturing (AM) machine.
- Designed and developed two tutorials (PC + VR) that simulates the operation of a metal 3D printing machine and provides instructional support (text-based instructions, visual feedbacks, sound feedbacks and visual hints) for CMU engineering students learning how to use the machine.

Simtopia (EA Maxis VR Project), ETC, Programmer and Experience Designer Fall 2018

- Worked with a development team at Electronic Arts - Maxis Studios
- Designed and developed a Virtual-Reality(VR) experience, with perspective change, module building, simulation, interacting and emergent storytelling with HTC Vive and Vive Pro.
- Players can build their own space station with different modules, then they can embody any of the residents inside the space station and explore the station freely.

Space Pirate (Unity + ARKit + multiplayer), ETC, Programmer Spring 2018

- Designed and made an Augmented-Reality(AR) multiplayer tabletop game, which explores novel AR control schemes and player interactions.
- Responsible for programming users' input on screen and the phone movements into augmented-reality world.
- Designed and made plentiful experimental prototypes and playtested a lot.
- Used mathematics and computer graphics skills to make the interactions feel nature and smooth.

Build Virtual World, ETC, Programmer, Designer and Producer Fall 2017

- Created virtual world in teams of five, rotating every 2 weeks.
- Designed, composed music and programmed for these games.

EXPERIENCES

Carnegie Mellon University, Pittsburgh, PA, Research Assistant (ARCore) May - July 2018

- Built a multiplayer AR game on Google Pixel2s using Google ARCore with rich AR interactions.
- Hold play-testing events, collected and analyzed data to improve user experience.