Marie Leung

➤ marieleung.com
linkedin.com/in/marie-leung
anonschoolemail@gmail.com

Carnegie Mellon University, Pittsburgh, PA

Master's in Entertainment Technology, Expected Grad. May 2024
GPA 4.0

BS in Decision Science, Grad. Dec 2021
Major GPA 3.6
Minor in Game Design

Skills

- C#, R, SQL, Python
- Unity Engine
- Blender, Maya, CAD
- Adobe Creative Suite
- Storyboarding, Writing
- Agile Methodology
- Formal Playtesting
- Behavioral Psychology
- Chinese, Cantonese

Game Design Class Projects

Building Virtual Worlds
CARNEGIE MELLON ENTERTAINMENT TECHNOLOGY CENTER, AUGUST 2022

- Designed, playtested, and iterated experiences in 2-week sprints, built for the Oculus Quest 2, passthrough, Tobii eye tracker, and Valve Index with 360° video footage.
- Modeled and textured hard-surface and organic 3D assets. Sketched concept art.

Immersive Experience Pre-Production / "Sneaky Safari" VR Design Document
CARNEGIE MELLON UNIVERSITY, DECEMBER 2020

- Designed and playtested wireframes of a VR safari with fantasy elements for children.
- Assembled a pre-production package with a design document that includes design pillars, research, audience and user analyses, media samples, VR UI, and level designs.

Designing for Mixed Reality / OpenCV Gesture-Based Tower Defense Game
CARNEGIE MELLON UNIVERSITY, SEPTEMBER 2020

- Pitched a CV-based experience to increase accessibility of interactive games at home.
- Led a production team to design and develop the game in Unity. Modeled characters.

Game Design and Prototyping / "The Sands Below" VR Puzzle Climbing Game
CARNEGIE MELLON UNIVERSITY, MARCH 2020

- Rapidly prototyped a VR climbing game with 3D puzzles using Unity and SteamVR.
- Simulated a realistic experience of climbing and leaping between floating rocks within three weeks, despite challenges including transitioning to remote learning.
- 3D modeled, rigged, animated, and textured characters in Blender.

Leadership Experience

Carnegie Mellon Esports / President, Community Director
OCTOBER 2017 - DECEMBER 2021

- Led the executive board by advancing initiatives, tracking responsibilities, guiding new officers, and ensuring events run smoothly. Troubleshooted members' problems.
- Coordinated esports events such as SASE National Conference, Andbox NYXL's Spring Rally for the college student community, and LAN parties at Carnegie Mellon.
- Founded a culture convention called ScottyCon with leaders of six other student organizations. Maintain continued cooperative relationships between all groups.