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| transFF.gif | Fan Fang  6313 Morrowfield Ave , Pittsburgh , PA 15217 , (412)980-2018  Email:fangfan0808@gmail.com , Website :www.fanf.weebly.com |
| OBJECTIVE | Game Designer: Wish to be part of a game company for the summer, that could give me opportunities to learn and challenges me. |
| EDUCATION | **Carnegie Mellon University Entertainment Technology Center** 2010-Present  Master of Entertainment Technology  **Chongqing University** 2006-2010  Bachelor of Computer Science |
| EXPERIENCE | **School Projects Experience:**  **▪ Chicago Science Museum Project, CMU** Jan/2011-Present   * Working in a team of six, as Associate Game Designer and Programmer * Currently responsible for design documents and team support.   **▪ Building Virtual Worlds, CMU** Aug/2010-Dec/2010   * Primary role as a game designer and sound designer * Work in a team of 4, rotating every two weeks, to produce five projects. * Used Adobe Audition and Python. Platform Play Motion, Panda Phone, HMD, Audience Interaction technique.   **Individual Design Project: ▪ A multiplayer card game** Fall/2010- Present   * Content Design * Spells Design-Designed more than thirty new spells for 12 champions   **▪ A new game mod for SANGUOSHA** 2008-2009   * Concept Design - Each player controls one more hero. * Champion Design - Designed 40 new champions based on 40 classmates   **▪ A new game mod for Warcraft III** 2007-2009   * Content Design - Miner gather gold form four unique islands. * Concept Design - Need a special strategy and an optimized path. * Level Design-Different islands have different obstacles. |
| SKILLS | Speak fluently English and Chinese.  Programming: Lua, C, C++, Java, Python,  Design Tool: Unreal Engine, Warcraft III World Editor, Unity.  Related Skills : Maya, 3D Max, Auditon, Photoshop, Premiere, Pro Tool, Microsoft Office Word, Excel, Powerpoint, |