



Ye Yang

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OBJECTIVE

I want to find researches and internships in the field of Game Design, User Experience Design, and Psychology to accumulate my working experience and practices my skills.

PROFESSIONAL SUMMARY

Novice Game Designer planning on getting in User Experience Design graduate program. Took a course in User Experience Design and have basic knowledge about Psychology and Design/Teaming/Interviewing/Testing process. Took many lessons in Maya and familiar with the process of 3D Modeling/Unwrapping /Texturing.

EDUCATION

Bachelor of Science | Game Develop And Design 2021
Purdue University, West Lafayette, IN

- Minor: Psychology, Art & Design, Economics, Communication.
- Overall GPA: 3.41
- Major GPA: 3.72

SKILLS

- Skilled in Excel
- Skilled in Access
- Skilled in Maya
- Intermediate Level in Illustrator
- Intermediate Level in Photoshop
- Intermediate Level in Word
- Intermediate Level in PowerPoint
- Intermediate Level in Programming Languages(C, Java, HTML,CSS, R, Python)

SCHOOL PROJECTS

- UX Design (Group Project)
- Waze with biking(Solve for Biking Issues at Purdue University)
 - Rate Your Uber(Improve Uber Rating System)
 - Craigslist Design (Redesign the UI of Craigslist)