



## WEIZHENG LEE

DEVELOPER/CREATIVE TECHNOLOGIST  
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## EDUCATION

### CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER (ETC)

Master of Entertainment Technology  
December 2019

### NATIONAL UNIVERSITY OF SINGAPORE

Bachelor of Computing  
(Computer Science),  
Concentration in Interactive Media  
June 2018

## HONORS

### GAMES FOR CHANGE LEARN TO CODE FELLOWSHIP

Awarded Fall 2019 Fellowship out of over forty submissions to develop a game that teaches players (ages 8-16) how to code over eight weeks, with mentorship from industry veterans.

## SKILLS

Experience Design • Interaction Design •  
UI/UX Design • Software Engineering •  
Look Development • Fabrication •  
Prototyping • Concept Development •  
Game Design • Really Likable Person

### PROGRAMMING

C • C# • C++ • Java • Javascript • Python •  
HTML • CSS

### PLATFORMS & TOOLS

Unity • Unreal Engine • Arduino • Vuforia •  
Phidgets • HeavyM • Android • iOS •  
Photoshop • After Effects • Illustrator •  
OpenGL • Node.js • Angular • Express •  
SQL • Git • Perforce

## WHERE I HAVE WORKED

### CHILDREN'S MUSEUM OF PITTSBURGH

SUMMER 2019

**MuseumLab Intern** : Facilitated Tech Lab within the MuseumLab makerspace of the Childrens' Museum of Pittsburgh. Showcased technologies from the ETC and the creative process—from conception to hands-on experimentation—of maker work.

### SHINCUBE

SPRING 2017

**Web Developer** : Designed and developed back-end architecture and front-end user interaction for both a product management platform, and an online job portal with over 3000 users.

## WHAT I HAVE DONE

### CHILDREN'S MUSEUM OF PITTSBURGH

FALL 2019

Pitch project to bring an interactive installation merging technology with tactile play from concept to install.

**Creative Technologist** : Engineered software architecture bridging sensor input with LED light output and message passing between Arduinos. Developed virtual reality prototype to playtest interactions. Designed and programmed light patterns and fabricated an infinity mirror setup.

**Designer** : Created poster and half-sheet for branding.

### AR(t)

FALL 2019

Paired project exploring the capabilities of augmented reality interactions within location based experiences.

**Programmer** : Programmed two augmented reality prototypes using Vuforia in Unity with physical art pieces as markers.

**Designer** : Conceptualised four different interactions that facilitated conversation around perceptions of art in fun and engaging ways.

### GLOBAL LANGUAGES AND CULTURAL CENTER CARNEGIE MELLON UNIVERSITY

SPRING 2019

An interactive 3-projector installation in a CAVE space exploring conversation around cultural competence and bias.

**Lead programmer** : Developed core system architecture and integrated back-end database and hardware tools for Intel RealSense depth capture with front-end user interface and interactions through HTC Vive.

**Lead designer** : Conceptualised, and prototyped experience and interaction design. Developed overall look and designed data visualisation displaying guest data collected over time.

### EXPERIENCE DESIGN

SPRING 2019

Programmer, designer and occasional artist for six different experiences exploring themed interfaces with Phidgets, DMX light storytelling, projection mapping in HeavyM, single and cooperative puzzle experiences within a CAVE, and informational exhibits in themed sets.

### BUILDING VIRTUAL WORLDS

FALL 2018

Programmer and designer for five successfully implemented projects within multidisciplinary teams in a span of 2 weeks each. Rapidly prototyped, conducted playtesting, and iterated in quick succession various AR, VR and mixed reality experiences and games.