

SHUQIN HUANG

producer

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Location: Pittsburgh ((GMT-5)) PA15203

EDUCATION

Master | Entertainment Technology

Carnegie Mellon University | Pittsburgh 2023-2025

Bachelor | 3D Animation

Communication University of China | Beijing 2019 - 2023

ACADEMIC EXPERIENCE

[XR Game/Physical Presence Pet](#)

Associate Producer

Set up Jira and ensure it is updated, as well as record the plan on the white board

Schedule tasks for the team

Provide planning support during rushed periods

Offer advice during 1/2 sessions, playtests, etc.

[XR Game/TrailblazAR](#)

Producer

Communicated with clients to understand project needs and goals.

Created project plans and documents for clarity and organization.

Scheduled and led all project meetings for effective coordination.

Supported a team of 2 programmers, 1 technical artist, and 2 artists to work efficiently.

[VR Game / Candie](#)

Real-time CG supervisor Gameplay programmer

Improved workflows and resolved technical challenges to optimize the real-time pipeline.

Collaborated with the team to ensure smooth asset integration and performance.

Led the creation and integration of real-time assets in Unreal Engine.

Built VR interactive features for an immersive user experience.

Designed, rigged, and animated 3D characters for the project.

PROFESSIONAL EXPERIENCE

Graduate Student Assembly (GSA)

| ETC Representative Sep 2024-present

-Represented ETC in the Graduate Student Assembly, supporting student needs and building community.

-Hosted events like Boba Night, Spicy Challenge, Hispanic Heritage Month Celebration, and weekly GSA Snack Days.

Wan Mu Liang Tian Organic Agriculture Technology

| product designer intern November 2021 - May 2022

-Collaborated with the financial manager and educators to develop and deliver innovative educational products.

-Designed and produced children's pop-up books as course materials, with over 1,000 copies distributed.

-Created a game-based agricultural education syllabus for children, comprising 12 interactive courses.

-Designed and produced 12 instructional and promotional videos to support the pop-up books and enhance engagement.

CMU|

Teaching Assistant (ETC fundamental)

Sep 2024-Dec 2024

-Helped students improve presentation skills through feedback and guidance.

-Assisted the instructor with teaching and class activities.

SKILLS

Production

Jira

Animation

Maya

Substance Painter

Mari

Zbrush

Nuke

Blender

Adobe premiere

Adobe Photoshop

Marvelous Designer

Game Development

Unreal Engine

Unity

Programming

Python