

## Education

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> Sep 2021 - May 2025

New York University, Tisch School of the Arts, GPA **3.8/4.0**  
Bachelor of Fine Arts, **Game Design**, double major in **Computer Science**  
Minor in **Web** Programming and Development

## Technical Skills

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**Coding Languages:** C, C#, Java, JavaScript, Python, HTML/CSS, PHP, REACT, Sass

**Game Engine:** Unity, Game Maker, Unreal

**Adobe Suite:** Photoshop, Illustrator, AfterEffect, InDesign, XD

**Others:** Figma, Microsoft Office

## Projects

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> Sep 2022 - Present

**Dream:**

**An online platform providing educational interactives including games and surveys for students**

- + Build interactive web pages and web interface applications.
- + Collaborate with other developers to test and enhance website functionality.

> Nov 2023 - Present

**Scrollden:**

**A leisure game focuses on base building and is inspired by Chinese mythology**

- + Participate in game background planning and world-building.
- + Serve as a narrative writer and planner.
- + Primarily responsible for UI and systems in the programming team while also dedicating to designing improvements for the UX experience.

> Summer 2020

**Vita:**

**A mobile app promoting a healthy lifestyle**

- + Initialize the idea of creating an APP to help female candidates to customize training plans.
- + Create user personas & storyboards and design the interface.

# MENGXIAN GAO

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## Job Experience

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> Sep 2022 - Present

**Junior Web Developer: Create Lab, NY**

- + Build and design web applications and databases for the laboratory.
- + Create websites for many of the laboratory's projects (such as the Serious Games Forum in 2024).
- + Produce VR animations needed for experiments using Unity3D.
- + Assist with data survey projects initiated by the lab

> Jan 2024 - Present

**Technical Assistant: Fbetags, INC, NY**

- + Drawing plans and building websites for this startup company.
- + Assist with paperwork and communicate with possible clients and suppliers.

> Summer 2023

**Coding for Game Design Facilitator: Create Lab, NY**

- + Collaborate with colleagues in the game design program centered around the game engine Unity to ensure the experience retains an effective class structure.
- + Assist the students with their code in the process of learning and creating their own game.
- + Monitor the class. Communicate with students to ensure they feel comfortable and organize events/the certificate ceremony.

> Sep 2023 - Dec 2023

**Web Dev and Prog Tutor: NYU, NY**

- + Advise students on their coding problems and facilitate their learning, and constantly report back to the professor.
- + Grade the homework and the exams

## Language Skills

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Fluent in English and Mandarin; Intermediate in Spanish