

# FAN LING

101 Monmouth St., Apt 607, Brookline, MA 02446, (217) 979-2159 | [ling.fa@northeastern.edu](mailto:ling.fa@northeastern.edu)

Portfolio Website: <https://flynn2016.github.io>

## EDUCATION

---

**Northeastern University** Boston, MA  
Master of Science in Game Science and Design, GPA 3.95/4.0 May 2020  
*Relevant Coursework:* Game Artificial Intelligence, Building Game Engines, Computer Graphics, Game Design and Analysis, Usability/User Research, Game Psychology

**University of Illinois** Urbana-Champaign, IL  
Bachelor of Science in Electrical Engineering May 2016

## SKILLS

---

**Programming Languages:** C# (Unity), Unity Shader (HLSL/CG), C++(SDL, OpenGL), HTML/CSS/JS  
**Software:** Unity3D, Blender, Adobe Photoshop, Git, SourceTree

## PROJECT EXPERIENCE

---

**Game For Change Scholarship** Boston, MA  
Stream (<https://terminaltwo.com/ambassadors/C4G/Stream>) October 2019 – January 2020

- Finished an educational programming game in four months with another artist
- Designed and implemented all aspects of the game

**Northeastern University** Boston, MA  
Game Engine Project (<https://flynn2016.github.io/FinalProject/>) January 2019 – May 2019

- Led a team of three to implement a mini game maker using SDL2 library in C++
- Designed the framework and all the modules for our project

## WORK EXPERIENCE

---

**Northeastern University** Boston, MA  
Research Assistant (<https://www.northeastern.edu/terra/>) May 2020 – September 2020

- Design and maintain WordPress website including front-end functionalities back-end database.
- Implement essential game features of the Geotechnical Engineering Simulator.

**Northeastern University** Boston, MA  
Media Lab Assistant August 2019 – December 2020

- Assist in operation and training of technology in labs affiliated with games, user testing, eye tracking, biometrics, and all VR/AR equipment.

## GAME JAM & OTHERS:

---

**Global Game Jam 2019/2020** (<https://globalgamejam.org/users/troyprag816gmailcom>)  
**Ludum Dare 40/43/45/46** (<https://ldjam.com/users/flynn>)

I also make beginner tutorial videos about Unity Shader and Computer Graphics  
(<https://github.com/flynn2016/Shader101>)