

JINCHENG YANG

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PROFILE Rich practical experiences in cultural field & design workshop, Active explorer of game research & design. Study experiences of science at domestic and abroad.

Website: <https://www.jinchengyang.com/>

EDUCATION University of California, Santa Barbara, US, CA

College of Letters & Science, Department of Physics (2015.09-2017.06, gap)

The Experimental High School Attached to Beijing Normal University, China, Beijing

High School Diploma in Science (2012.09-2015.07)

WORK EXPERIENCE Reading Show Host (2021.09-2021.12)

Ideological Baggage Radio & Public Account, Beijing, China

- Contributed two reading audio recordings, 120+ minutes, including topic determination, article selection and content writing
- Wrote an analysis article, 12,000 words, obtained 1200+ readings and 60+ feedbacks

Part-time Assistant Consultant & Translator (2020.01-2020.11)

Shanghai Changxiong laboratory equipment Technology Co.Ltd, Shanghai, China

- Participated in translation & presentation of 2020 Labtech China Congress

Partner (2018.02-2018.07)

Flip Radio, Beijing, China

- Participate in summer camp planning and content design, responsible for the preparation and supply of logistics materials
- Contributed 5 radio programs, 210+minutes, focusing on physics and science, responsible for content selection, copywriting and audio recording of radio programs

WORKSHOP Knows gno-bounds, a 2D Metroidvania game design (2020)

Individual project, Tools: Figma, Procreate, Unity

- Data collection, user research, concept design, ideation, programming, presentation

Micro cosmography, a management & construction game design (2020)

Individual project, Tools: Figma, Procreate, Unity, C4D

- Preliminary research, user research, concept design, UI design, modelling, animation design

Theory theater, a educational parent-child board game (2022)

Individual project, Tools: Figma, Procreate, C4D, 3D Printing, Laser cutting

- Case studies, concept design, mold design, physical materials testing, cutting & assembly

Invisible cabins, a VR game of gamification of learning space (2023)

Individual project, Tools: Figma, Procreate, Unity, VR glasses

- Theory research, brainstorming, concept design, space mapping, modelling, programming

RESEARCH Ontology research, Individual research (2019-present)

- Continuously researched and wrote on ontology for 5 years, reading 400,000+ words in both English & Chinese, and wrote 100,000+ words

Family history research, Collaborative research with parents (2019-2022)

- Read 400,000+ words of history-related books, conducted 10+ surveys & interviews, sorted out logic and wrote 100,000+ words

Private library & family storage logistics systems research, Individual research (2021-2022)

- Classified and summarized 2,000+ books, completed the storage system and space design.

SKILL Photoshop, C4D, Adobe After Effects, Procreate, Unity, Figma
English (Fluent), Mandarin (Native)