



Delong Du

Game Developer

Profile

I am a game developer with experience in project management, 2D&3D animation, UI/UX design, programming, and research on games and mobile app development during my past education. I am interested in research on empathy in interactive technology.

Employment History

Product Manager at ASSIST Lab , Santa Cruz, CA, USA

February 2020 — March 2021

- Responsibilities:
 - Mentor and manage Intern
 - Create 3D Models of Environment and Characters, Concept Art, Visual Effects, and UI
 - Review literature, interview clinicians, playtest analysis and write research reports.
- Project description:
 - Spellcasters* is a multiplayer VR games led by Prof. Michael John at UC Santa Cruz, as a physical therapy tool for stroke patients, who will be able to use gestures with the magic wand to re-learn basic movements.

Student Research Assistant at ALT Game Lab, Santa Clara, CA, USA

November 2019 — March 2021

- Responsibilities:
 - Design prototypes and visual UI assets
 - Research formant data
 - Playtest visual feedback
- Project Description:
 - Spectrogame* is a vocal control software created by Postdoctoral Fellow Katelyn Grasse at ALT game lab for language learning that uses spectrogram to present human speech frequency.

Education

BIS in Digital Media Collaboration, University of Cincinnati, Cincinnati, OH, USA

May 2019

Honors: Summa Cum Laude, Student Marsha

M.S. in Games and Playable Media, University of California, Santa Cruz, Santa Cruz, CA, USA

May 2021

Details

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dedu@ucsc.edu

Date of birth

Jan 31, 1996

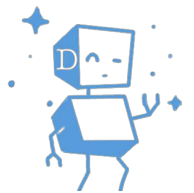
Nationality

China

Links

[Portfolio Website](#)

[Google Scholar](#)



Skills

C#

2D art and UI design

3D modeling and animation

Game Design

Unity

Unreal Engine

Languages

English

Chinese

Courses

Interactive Experience Design

Game Art

Game Design

Game Programming

Game Engine Engineering

Digital Media Storytelling

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May 27, 2022