

**Objective** Seeking a fulltime job as a game designer in the game industry.**Education**

- 2007-2009 **Entertainment Technology Center, Carnegie Mellon University** Pittsburgh  
*M.S., Entertainment Technology*
- 2001-2005 **National Tsing-Hua University** Hsinchu, Taiwan  
*B.S., Computer Science*

**Work/ Academic Experience**

- Nov 2009 – **Playees Inc.**
- Present **Founder/ Game Designer/ Concept Artist/ Composer** Full-Time job, Sanfrancisco  
We found a start-up Iphone game company, focusing on making casual games with simple and creative game play mechanics. I participate in the process of producing game ideas, and am responsible for producing original art works and sound tracks. Our first game project will be released in May 2010 on Apple App Store.
- May 2009 - **Pop Music Album: "Life Is You- 存在的理由": <http://rosslin.org/myalbum/>** Pittsburgh
- Oct 2009 **Singer/ Composer/ Arranger/ Lyricist**  
Work with Music Dept. professor Betsy Lawrance, Riccardo Schulz, and Treelady Studio for 4+ months to produce a professional personal album CD. It includes 12 original songs written, arranged and sung by myself. All the songs are in Chinese with full English translations.
- Jan 2009 - **TaoMasters Project: <http://rosslin.org/taomasters/>** ETC Project, Pittsburgh
- May 2009 **Game Designer/ Concept Artist/ Texture Artist/ Sound Designer**  
A strategy RPG game combining learning Chinese written language. The whole game intends to teach and help players to memorize written Chinese in a creative and interesting way. I'm a co-designer, responsible for making the game mechanics, the concept artist for the characters, environment art and 2D animation, and work with another sound designer to arrange the background music and sound effects.
- Mar 2009 - **SwordSmith: <http://rosslin.org/swordsmith/>** My Solo Project, Pittsburgh
- Apr 2009 **Game Designer/ Layout Designer**  
A MMORPG Board Game designed by myself. Players are supposed to level up their equipments by collecting rare materials dropped by the monsters. Up to 4 players, random skill combinations, unexpected events, and multi-endings. Each player can choose to do either solo fighting or cooperate with others to progress the game.
- Feb 2009 - **Battle Melody: <http://rosslin.org/battlemelody/>** My Solo Project, Pittsburgh
- Mar 2009 **Game Designer/ Layout Designer**  
A combat card game designed by myself, players are allowed to choose 3 different races. Each race was born with unique Skill Combination, which allows the same Skill Card functions differently for different races.
- Sep 2008 - **Omega Project: <http://rosslin.org/omega/>** ETC Project, Pittsburgh
- Dec 2008 **Interface Designer/ Texture Artist**  
We are looking for a solution for both navigating 3D world and 2D data, by using multi-touch interface and multi-touch screen. I am responsible for 50+ intuitive gestures, 3D model texture, and the interface prototype.
- Jan 2008 - **Sharp Japan Project: <http://rosslin.org/sharp/>** ETC Project, Pittsburgh
- May 2008 **Interface Designer/ Texture Artist**  
We make prototype application for SHARP Corporation. I'm responsible for 3D environment texture and interface design. 2 Skype teleconferences are required per week to communicate between teammates located in Osaka and Pittsburgh.
- Sep 2007 - **Building Virtual World: <http://rosslin.org/bvw/>** ETC Course, Pittsburgh
- Dec 2007 **Game Designer/ Concept Artist/ Texture Artist/ Sound Designer**  
Mainly work as a game designer and an artist in this project-based course where small teams of 4-5 people cooperate to build interactive worlds in 2 weeks with Panda 3D. 2 of 5 worlds enter the BVW Show.

**Skills****Language:** Fluent in English, Mandarin and Taiwanese**Software:** Photoshop, Painter, Flash, Premiere, After Effect, Garage Band, Logic Pro, ProTool.**Programming:** C, Objective-C, C++, Pascal, Java, JavaScript, Python.