

Sy Suo

Multimedia Artist Game Designer

Themed Entertainment Design

Contact: +1.312.752.8992 yuansysuo@hotmail.com

SY-CRT.COM

EDUCATION

2018 - 2021 University of Southern California

Los Angeles Fine Arts (B.A.), Game Design (Minor).

2022 - Present Carnegie Mellon University

Master of Entertainment Technology (M.E.T.)

WORK EXPERIENCE

2021 June-Nov Shanghai Disney Resort:

Shanghai TRON Lightcycle Power Run

Attraction Operator

Performing tasks such as managing guest flow, operating the attraction ride, running daily opening/closing checks, dealing with

emergency situations (such as evacuations).

2021 Jan-Apr BANK/Mabsociety Gallery

Shanghai Intern: Video and Graphic Designer

Shooting and editing videos, designing graphic materials, translating, assisting colleagues with technical support, helping documenting art

works, helping with: installation, gallery opening, and event hosting.

2020 July-Oct Coconut Island Games:

Shanghai Rolling Pictures of Jiangnan Landscape

Intern: Level Design

A popular Chinese mobile game. GooglePlay Asia's 2020 Best Indie

Game. My task is to individually work on Suzhou's first adventure

mission, as well as enhance previous adventure maps.

2019 - 2020 **Liquidators**

Los Angeles Producer, Video & Graphic Design, Web Design.

& Shanghai A Survival Horror game with 96% good reviews on Steam. I was in

charge of project coordination, working on all videos such as trailers

& in-game videos, most of the graphic content, and the website.

SKILL

2D: Photoshop, Premiere Pro, After Effects, Illustrator, InDesign.

Digital Media: Digital Photography, Cinematography,

Fine Arts: Installation, Video Art, Sound, Woodwork, Scents.

Coordination: Google Drive, Microsoft Office Suite.

Music Production: Adobe Audition, FL Studio.

3D: Unity, UE4, Maya, Blender.

Web Design: HTML, Wix, Squarespace, Weebly, Processing.

Languages: Bilingual fluency in English & Chinese (and some dialects).

Culinary: Chinese and Italian.