

# LINGHENG TAO

a.k.a. Tony TAO (He/Him/His)

TECHNICAL ARTIST / GAME DESIGNER /  
PROGRAMMER / PRODUCER

Pittsburgh, PA 

+1 412 328 9641 

linghent@andrew.cmu.edu 

www.taotamago.com 

www.linkedin.com/in/lingheng-tao 

## EDUCATION

### Carnegie Mellon University

#### Bachelor of Arts

Pittsburgh, PA 2017 - 2023

Majored in Architecture

Majored in Computer Science

Minored in Game Design

### Carnegie Mellon University

#### Master of Entertainment Technology

Pittsburgh, PA 2023 - Present

Concentrated in Game Programming

Concentrated in Technical Art

## SKILLS

 C/C++/C#/Java/LaTeX

 Computer Graphics

 Physically-based Rendering

 Adobe Photoshop/Illustrator

 Autodesk 3DS Max/Revit/Maya

 Autodesk AutoCAD

 ArcGIS

 Rhino & Grasshopper

 Unity 3D

 Unreal Engine 5

 RPG Maker

 Amplify Shader Editor

 Shader Graph

 ZBrush

 Procreate

 Figma

## LANGUAGE

Chinese(Mandarin)

English

Japanese

## SUMMARY

Embracing challenge from different fields and difficulty. Great at team work and collaboration. Solving problems with flexible skills learned from different majors.

## WORK EXPERIENCE

### ART FIRST Education

Part-time Game Design Tutor | 2023.7 - Present

- Offered tutorship for Unity and Game Design for high school and undergraduate students in China.
- Provided advice for Portfolio preparation and technical support for students' personal projects.

### NetEase(Hangzhou), Inc.

User Experience Engineer | 2021.9 - 2021.12

- Implemented the interaction design files in Cocos Studio and Unity.
- Applied for a patent for an interaction technology that allows the players to drag icons to directly build game objects in simulator games.
- Designed the Standard Operating Procedure for training new employees.
- Compiled the tutorial documents and recorded the course video.

## PROJECT EXPERIENCE

### Lost and Found for CMU Building Virtual World

Technical Artist and Programmer | 2023.9

- Implemented visual special effects for materials to dissolve into each other by creating shaders in Unity with Amplify Shader Editor.
- Programmed the C# scripts for applying visual special effects corresponding to different XR interactions and scene switching.

### Sloth Race for CMU Experimental Game Studio

Producer, UI Artist, Game Designer and Programmer | 2023.3 - 2023.5

- Produced a multiplayer racing game with a team of 5.
- Programmed the physics, user interface and game managers and designed the user interface.
- Exhibited in the CMU Game Creation Society event for 2023 Spring semester.

### Re-DDLE as An Indie Game for GMTK Game Jam 2023

Programmer and UI Designer | 2023.7.7 - 2023.7.9

- Created a puzzle indie game within 48 hours with a team of 4 for the theme "Roles Reversed".
- Designed and programmed the user interface.
- Distributed on itch.io: <https://vvvpollo.itch.io/re-d>

### How To Be A Good Parent for CMU Design Educational Games

Programmer, Artist and Game Designer | 2021.5

- Created a game about how to educate children with a team of 2.
- Solo programmed, and designed the art, game and user interface.
- Wrote the frame for the narrative and distributed user testing survey.