

WENCHAO LOU

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EDUCATION

University of Connecticut, Storrs, CT May 2021

Master of Fine Arts: Digital Design

Concentration: Game Design

Major GPA: 3.9 / 4.0

State University of New York at Buffalo May 2019

Bachelor of Arts: Media Study

Minor: Game Studies

Major GPA: 3.421 / 4.0 Minor GPA: 3.86 / 4.0 Cumulative GPA: 3.222 / 4.0

SKILLS

Computer: Proficient in Microsoft PowerPoint, Excel, Word; Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere, Adobe XD; Unity 3D, Twine; HTML, c#, A-FrameGlitch
Language: Chinese (native Language), English(proficient)

HONORS AND AWARDS

Fall 2019 – Fall 2021: Full scholarship

Spring 2019: Levy-King-white Award from DMS

ACTIVITIES

Participant in *Woman in Games: Student Symposium* Nov. 2018

Theme 1-Found inspiration: talked with Bonnie Ross, Anastasia Staten and Susan Jaekel about the connection with art and technology

Theme 2-Overcoming obstacles: talked with Dona Bailey, Amy Hennig and Jen MacLean about female employees in workplace

WORK EXPERIENCE

Greenhouse Studios Aug. 2019-Present

Student Employee as game designer involves four projects

- Making and designing games (Convivio & Flusser)
- UI and UX design (Léamh & Sourcery)
- Helping projects research (Sourcery)

Squeaky Wheel Film & Media Art Center Jan. 2018-May. 2019

Production Internship

- Edit and distribute ARTgrease episodes for various web platforms and Broadcast TV
- Shoot courses for squeaky wheel education program.

ACADEMIC PROJECTS

Memory · Home · Food (MFA Project) Aug. 2019-Present

Game Designer

- Use Unity as iPadOS game making tool and c# as game coding
- Choose Chinese traditional food as cooking game content
- Use hand drawing to let player have a better feeling about memories of my family as a child
- Use Chinese classical music as the musical background

Sourcery & Léamh (Greenhouse Studio) Jan.2020-Present

UI/UX Designer

- Using Adobe XD design Sourcery & Léamh phone app

- Flusser (Greenhouse Studio)** Jan.2020-Present
Visual Designer
- Designing visual by using Unity in flusser game
 - Web link: <https://greenhousestudios.uconn.edu/projects/flusser/>
- Convivio (Greenhouse Studio)** Aug.2019-Dec.2019
Board Game Designer
- Designing cards, tokens, rules book, logo
 - Web link: <https://greenhousestudios.uconn.edu/projects/convivio/>
- LA and Life Struggle (Electronic Literature)** Aug. 2018-Dec.2018
Novelist and Web Game Designer
- Wrote stories, and made into web games (e.g. *Life Struggle* reflects government corruption and social reality)
 - Set several story end opinions for readers to choose, and focused on readers' feelings and experiences
- Lost Children (3D Animated Game Design)** Aug. 2018-Nov. 2018
Game Designer and Maker
- Planned a game map and added plots into the animation to make it vivid, also set characters and prop
- MIA (3D Video Game Design for Mac and Windows)** Feb. 2018-May. 2018
Game Designer and Maker
- Gathered views with team members, designed the characters and plots, joined the DMS Media Show 2018
- Who do you want to be? and Hangover hell (Board Game Design)** Feb. 2018-May. 2018
Board Game Designer and Team Leader
- Initiated a 4-ppl group, had meetings to brainstorm, made web pages, set rules, and got feedbacks
 - Invited TA of the course *Plasma* for consultation, and students for evaluation, and finally presented the work