

ROBYN TONG GRAY

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Seeking to pursue my passion for creating interactive experiences by obtaining a
Summer 2012 internship in technical art

EDUCATION

Masters of Interactive Media | Expected: May, 2014
University of Southern California | Los Angeles, CA

Bachelor of Computer Science and Art | May, 2011
Carnegie Mellon University | Pittsburgh, PA
GPA: 3.3/4.0

Selected Coursework:

- **Game Design**, Jesse Schell
Entertainment Technology Center (Spring, 2011)
- **Building Virtual Worlds**, Jesse Schell & MK Haley
Entertainment Technology Center (Fall, 2010)

SKILLS

Design:

Paper prototyping, wireframing, storyboarding

Software:

Photoshop, Illustrator, Flash, Dreamweaver, Aftereffects,
Microsoft Office, Final Cut, Maya, Unity 3d (including scripting)

Programming Languages:

ActionScript 3, Java, HTML, C, Matlab, Javascript, C#, C++,
Perl, Shell Scripting

Other:

Creative writing, Elementary Japanese and Spanish

EXPERIENCE

Research Assistant, Institute for Creative Technology (Fall, 2011 - Present)

- <http://projects.ict.usc.edu/mxr/>
- Assisted Professor Mark Bolas with research for ISMAR 2011 Keynote speech
- Worked with Unity 3d and Kinects to create room to room tracking system

Tales of the Minus Lab, USC Interactive Media Advanced Game Project (Fall, 2011)

- <http://www.theminuslab.com/>
- Worked on **art (modeling & texturing) and story development**

Building Virtual Worlds at CMU's Entertainment Technology Center (Fall, 2010)

- <http://bvww.etc.cmu.edu>
- Worked as a **modeler, 2d artist, and producer** on various 4-person interdisciplinary teams
- Created low poly models and 3d animations in Maya 2011
- Worked on visual development for interactive experiences
- Used computer science background to coordinate between artists and programmers

Evil Genius Designs (Summer, 2009 - Spring, 2011)

- <http://evilgeniusdesigns.com/>
- **Art Intern**
- Worked as one of two designers/artists on UI and aesthetic for client games
- Worked on product logo design
- Used computer science background to coordinate between artists and programmers
- Did some minor actionscript programming for Flash games and interfaces

ACTIVITIES

Dean's List, Spring 2010

Student Volunteer at SIGGRAPH 2009 & 2010

ACM SIGGRAPH Member 2009 - Present

Volunteer at International Conference of Entertainment Computing, 2008

Spring Carnival Committee (Fall 2008 - Spring 2011)

- <http://springcarnival.org/>
- **Publicity Co-Chair (Fall 2009 - Spring 2011)**
- Assistant Publicity Chair (Fall 2008-Spring 2009)
- 2009 - 2011 Logo and Theming Design
- Organized merchandise sales and advertising for Carnival