Jasmina Tang

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Summary

Recent graduate with a versatile technical background. Highly experienced in team environments and developing applications using various software platforms.

Education

University of York, York, England, United Kingdom
September 2021-June 2024
BSc Interactive Media with first class honors

Technical Skills

- Web design and development (HTML, CSS), UX/UI design, user research, Unity, Processing, Adobe XD, Canva, Twine, Trello, Zoom, Slack
- Familiar with Dell hardware and Windows 10/11
- Troubleshoot the transfer and download of large files across storage drives
- Proficient in Google Docs, Google Sheets, Google Slides, Google Forms, and Google Drawings
- Experienced with Microsoft Word, Microsoft PowerPoint, and Microsoft Clipchamp

Relevant Experience

Electronic Sports (Esports) Content Production Live Broadcast: co-produced and co-hosted a live broadcast of a gaming tournament

- Acted as the lead to manage 23 other students and was responsible for assigning classmates to pre-production teams based on their skill set and interests, delegated relevant tasks such as creation of graphical assets and sound effects
- Organized weekly online meetings over Discord to discuss the progress of pre-production tasks and identify possible conflicts or delays
- Privately and appropriately resolved conflicts between classmates to promote a healthy workplace environment and deliver a successful broadcast on schedule

Interactive Media Group Project: collaborated with four other students to create "The King's Meadow Personality Quiz," an immersive digital experience built in Unity

- Acted as Lead Writer to develop a personality quiz that is delivered as an interactive fantasy narrative
- Conducted research on floriography and MBTI personality types to build the personality quiz and created several drafts of the narrative on the nonlinear storytelling platform Twine
- Followed an Agile/Scrum methodology and worked independently to meet set deadlines and share updates at weekly group meetings

User Experience Design Project: designed low-fidelity and high-fidelity prototypes of "The Eurostar Journey," an interactive museum installation

- Conducted user research on museum visitor feedback to identify common complaints and create user personas to inform the design process
- Developed the prototype in Processing to illustrate the design concept for the installation and demonstrate key functionality
- Programmed in Java to visually depict the replicated Eurostar cabin and the interactive images and video used to tell the story of the international railway

Interactive Media Showcase Committee, November 2022-June 2023: Events Team Lead

- Led the five-person Events Team of the 2023 Interactive Media Showcase and oversaw the planning, preparation, and development of the event
- Organized team meetings and monitored the completion of tasks using the project management tool Trello
- Acted as a liaison between the Showcase Committee and department staff to schedule venue set up and delivery of tables, chairs, and technical equipment
- Troubleshoot projector and PC issues

Creativity Lab, January 2023-April 2023: Student Technician
- Completed a 12-week internship at the Creativity Lab, a collaborative space providing access to creative technologies such as VR
- Provided teaching support to staff members during workshops and events and guided visitors in handling equipment
- Performed equipment maintenance on Oculus Quest 2 VR headsets and Insta 360 cameras