SHERRY YAN

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Objective: I'm enthusiastic and motivated to explore all that I can in a dynamic learning environment at the intersection of art, design, and programming while fostering creativity and cultural inclusivity. That's me!

Education:

Stanford University
Class of 2026
Bachelor of Science Candidate in Design and CS

Work Experience:

Omnibyte Technology
Product Design Intern, January 2021 - June 2021
・Designed software icons and produced frameworks for their product FormsPro (complex operational forms)
・Worked on integrating a new translation to FormsPro.
・Helped release the latest version of FormsPro, overall.

Kodely
Kodely Leader, October 2022 - March 2023
・Taught the foundations of design, engineering, and game development to students at Oak Knoll Elementary.

Stanford Center for Professional Development
SCPD Video Operator, January 2024 - Present
・Editing live video and programming for Panopto Course videos for Stanford's on-campus and SCPD students.

Project Experience:

Stanford
VR Intro Game Developer and Student,
September 2022 - December 2022
・Created a game slice in VR that focuses on incorporating player immersion, and sound design.
・Presented at the end to peers, mentors and industry guests.

Immerse the Bay Hackathon
ReelXR / XR, November 2023
・Built a productivity app prototype in VR that helps maintain player posture.
・Won Best Use of ShapesXR Award.

Campus Involvement:

Stanford Women in Design
Stanford Women in CS
Asian Women Alliance
・Publicity Fellow
Common Origins & Legacy Dance
・Dance, Choreographer, Workshop Lead
Stanford StoryBoard Club
Leland Scholars Program

Hard Skills:

Programming:
React.js, C#, C++, Python, Xcode, Qt Creator
Graphics:
Numbers/Excel, Animation, Interactive Storytelling, 3D Modeling, Video Editing
Design:
Ideation, Wireframing, Design Thinking, User Research, UX design, Game Design, Visual Design

Soft Skills:

Self-leadership, Teamwork, Creativity, Conflict Resolution, Cultural Sensitivity, Communication, Time-Management

Tools:

Figma, Adobe Illustrator, Procreate, Blender, Unity, ShapesXR, Notion, Meta Quest 2

Languages:

English
Mandarin
Japanese