

Angela He

programming & design



CONTACT.

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EDUCATION.

- **Stanford University**
2017-2021
B.S. CS (HCI)

Relevant Coursework:

- Principles of Computer Systems
- Design and Analysis of Algorithms
- HCI Design Studio
- Interactive Computer Graphics
- Understanding Users



ACHIEVEMENTS.

Google Play • #1

Trending,
#1 Role Playing

App Store • #4 Family

Ludum Dare 44 • #1
Mood, #2 Graphics

Ludum Dare 41 • #1
Graphics, #1 Mood

Ludum Dare 39 • #1
Graphics

Riot Games
Hackathon • 1st

PROJECTS.

- **a new life** • <https://angelahe.dev/ANL.html> May 2020
 - Story-based game about LGBTQ+ romance and grief on desktop, iOS, Android.
 - Earned 23k across all platforms.
- **sofy** • <https://sofy-shop.com> March 2019 - Now
 - Ecommerce brand for my clothing line, stickers, and enamel pins.
 - Kickstarter reached over 15k within a month; shop earned 51k in its lifetime.
- **missed messages** • <https://angelahe.dev/MM.html> May - June 2019
 - Story-based game about LGBTQ+ romance and mental illness with over 375k plays.
- **Live Portrait Maker** • <https://angelahe.dev/LPM.html> April - September 2018
 - Dress up game with over 8m installs and 75k/year of in-app purchase/ad revenue. It peaked at 2m Daily Active Users.
 - Features 2.5D animation, HLSL shaders, multithreaded GIF/PNG capture, Asset Bundles on AWS, localization.

EXPERIENCE.

- **Facebook, Software Engineering Intern** • Redmond, WA Summer 2020
 - Built internal tool that aided linguists in annotating datasets for voice assistant ML.
 - Went beyond original spec to self-initiate additional features and milestones.
 - Technologies: Figma, GraphQL, HH, Relay, React, Flow, Jest.
- **Microsoft, Software Engineering Intern** • Seattle, WA Summer 2019
 - Self-initiated two intern projects for Maquette, VR/AR spatial prototyping tool.
 - Developed tutorial for first-time users and materials system for long-term users.
 - Technologies: Figma, Unity, C#.
- **Solo Game Developer** • <https://zephyo.itch.io> January 2016 - Present
 - Created and distributed 14 games across desktop, web, iOS, Android, VR platforms.
 - Reviewed by influencers and press like Markiplier, Jacksepticeye, Kotaku, PC Gamer.
- **Zynga, Software Engineering Intern** • San Francisco, CA Summer 2018
 - Implemented Unity client tool to transform HTML/CSS/Javascript into Unity UI.
 - Migrated monetization and localization from Unity client to Asset Bundles on AWS.
- **Benten Technologies, Game Design Intern** • Chantilly, VA Summer 2017
 - Developed government-funded games improving health awareness in youth.
- **Freelance Illustrator** • <https://zephyo.tumblr.com> November 2012 - Present
 - Built online art and design presence with over 11m views, 92k Youtube subscribers and 23k Facebook, 29k Tumblr, and 21k Twitter followers.