

Elisa Young

Experience

@ Apple

Jun 2022 - present / Los Angeles, CA

Technical Narrative Designer @ SIE | Santa Monica Studio

Los Angeles, CA

God of War: Ragnarök - PS4/PS5

Feb 2021 - May 2022

Work with writers and level designers to choreograph narrative interactions in critical game path, script dialogue systems and custom behavior trees for AI Prototype & iterate on global solutions for no-cut camera and character transitions in set pieces, bring complex cinematic setups to polish in proprietary engine

VR Gameplay Engineer @ Wevr

Los Angeles, CA

Chaos at Hogwarts, Wizards Take Flight - VR for NYC Harry Potter store

Oct 2020 - Feb 2021

Programmed flight locomotion, spell-casting, haptics, multiplayer handling in UE4

Gnomes & Goblins - Singleplayer VR by Wevr x Jon Favreau

Sep 2018 - Sep 2020

Built story-centric experience by scripting character AI, animation & sound to convey the intent and pacing of the narrative from beat to beat
Additionally programmed gameplay systems & interactions, save-load handling, integrated animation & art assets, added custom tools in UE4

- 2021 Aixr VR Awards Finalist // VR Game of the Year

The Blu: Deep Rescue - Multiplayer location-based VR

Dec 2017 - Aug 2018

Gameplay programming, art & animation asset integration, tools in Unity, Dreamscape platform sdk & multiplayer handling, stage haptics & audio

- 2020 Aixr VR Awards Finalist // Out-of-home VR Entertainment of the Year

Game Development Intern @ Tamatem Games

Jul - Aug 2016 / Amman, Jordan

Multiplayer matchmaking for mobile game using Photon Networking in Unity

VR Engineering Intern @ Wevr

Jan 2016 / Los Angeles, CA

Built photo-viewing app on Gear VR using Python, Lua

Education

Massachusetts

Institute of Technology

B.S. Computer Science
& Engineering (2017)

Brainstorm Art School

Worldbuilding (Fall 2019)
Form Language (Fall 2018)

CG Master Academy

Level Design (Fall 2020)
Color & Light (Winter 2019)

Contact

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Portfolio

🌐 youngelisa.com/games
🌐 [linkedin.com/in/elsyng](https://www.linkedin.com/in/elsyng)

Skills

VR & game dev
Design scripting
Digital photography

Programming

UE4 Blueprint
C++
C#
Python
Lua

Software & Tools

Unreal Engine (UE4, UE5)
Unity
Adobe Photoshop
Adobe Lightroom
Adobe Medium
Quill (VR)
Procreate
Blender

Platforms

Windows, Mac, Linux
PlayStation 4, 5
Oculus Rift/Quest, HTC Vive

Languages

English
Mandarin