

Robert Yang

E-Mail: campaignjunkie@gmail.com
Portfolio: <http://www.portfolio.debacle.us>

EDUCATION

Bachelor of Arts in English (anticipated, August 2010)
University of California, Berkeley
Current GPA: 3.85

International Baccalaureate (June 2006)
Score: 31

MOD WORK

Radiator, Half-Life 2 “art mod”

Building and scripting an on-going experimental “art mod” about California, gay marriage, memory repression, nuclear submarines and the poetry of Emily Dickinson.
(<http://www.radiator.debacle.us>)

Black Mesa (Source), Half-Life 2 mod

Constructed level geometry and painted world textures for the “Anomalous Materials” and “Unforeseen Consequences” chapters of this Source engine remake of *Half-Life 1*.
(<http://www.blackmesasource.com>)

WORK

UC Berkeley, Student Learning Center (January 2009 – Present)
Tutoring students in reading and writing, meeting with their professors, attending training seminars on methodology.

The Daily Californian (August 2007 – March 2009)
Creating assorted graphics, renders and illustrations to accompany articles in UC Berkeley’s student newspaper.

WORK (UNCOMPENSATED)

Teach in Prison, San Quentin (January 2010 – Present)
Tutoring inmates in math, reading and social science, usually in pursuit of obtaining a GED certificate.

Prescott Joseph Center (July 2009 – August 2009)
Tutoring K-12 students in a “Literacy Through Theater” summer camp in West Oakland, utilizing improv to deconstruct narrative.

Outdoor Game Design Course (January 2009 – Present)

Developing curriculum and lesson plans, leading discussion,
teaching game design theory in non-digital context (1 unit, P/NP)

Video Game Level Design Course (January 2008 – December 2009)

Developing curriculum and lesson plans, leading discussion,
teaching game design theory and use of tools. (2 units, P/NP)

Democratic Education at Cal (DeCal) (September 2008 – January 2010)

Designed a course listings / management website for 200 courses /
7000 students at UC Berkeley. (Spring 2010 stats.) www.decal.org

SKILLS:

- A decent writer
- Web design (HTML, CSS, PHP)
- Adobe Photoshop
- Adobe Premiere
- “Source” game engine: Hammer, asset pipeline, etc.