

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,
#11 Casual

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://zephyo.github.io/ANL.html> May 2020
 - Story-based game about LGBTQ+ romance and grief on desktop, iOS, Android
 - Featured on App Store for Pride Month
- **sofy** • <https://sofy-shop.com> March 2019 - Now
 - Ecommerce brand for my clothing line, stickers, and enamel pins
- **missed messages** • <https://zephyo.github.io/MM.html> May - June 2019
 - Story-based game about LGBTQ+ romance and mental illness
- **Live Portrait Maker** • <https://zephyo.github.io/LPM.html> April - September 2018
 - Dress up game with over 8m installs 75k/year revenue. Peaked at 2m DAU
 - 2.5D animation, shaders, GIF/PNG capture, AWS asset bundling, localization

EXPERIENCE.

- **Meta, Software Engineer** • Palo Alto, CA December 2021 - April 2024
 - Added particle loading vfx and physics collision audio to Horizon VR. Optimized and refactored player loading process
 - Technologies: Unity, C#
- **Meta, 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 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.carrd.co> November 2012 - Present
 - Built online art and design presence