

Wing Leung (Ferdie) Yu

Date of Birth: January 16, 1998 Nationality: Hong Kong, China Sex/Gender: Male

📞 2133745354 @ wingleung116@gmail.com 📍 Senior studying at USC School of Cinematic Arts

EDUCATION

B.A. Interactive Entertainment

USC School of Cinematic Arts 📅 08/2017 - Ongoing

GPA
3.90 / 4.0

Minor in Advertising

USC Annenberg School for Communication and Journalism

📅 01/2019 - Ongoing

GPA
4.0 / 4.0

B.F.A. Game Design

NYU Tisch School of the Arts 📅 08/2016 - 05/2017

GPA
3.87 / 4.0

EXPERIENCE

Video Production (Phoenix TV's TV Department)

1 month of experience 📅 06/2020 - 07/2020 📍 Hong Kong

- Wrote and pitched script ideas to head of department
- Worked in production booth during filming (planning, teleprompter work)
- Edited videos for multiple platform releases (YouTube, Social Media, app)

Production (Lead Producer: Mobile Game "Bottles")

1 year & 1 month of experience 📅 05/2019 - 05/2020

📍 USC School of Cinematic Arts

- Assigned and tracked tasks/progress for 18 team members on multiple Excel spreadsheets and HacknPlan (task tracking software)
- Facilitated two full team meetings every week, meeting with faculty, and contributed to team breakout meetings (for design, art, and engineering)

Advertising/PR/Copywriting/Marketing

1 year & 5 months of experience 📅 01/2019 - Ongoing

📍 USC Annenberg School for Communication and Journalism

- Wrote and designed advertising, commercial copy and marketing campaigns for multiple media including print, digital, OOH

Unity Game Engine (C# Programming, Game Design)

1 year & 5 months of cumulative experience 📅 10/2016 - 12/2018

📍 USC School of Cinematic Arts, NYU Tisch

- Learned programming in C#, and level/character/art/visual/sound design
- Created the games, "Blindfire", "Alcatrazam", "Zomblast", among others

C++ Programming

10 months of cumulative experience 📅 01/2018 - 05/2019 📍 USC

- Learned fundamentals of C++ syntax and semantics, including function prototypes, overloading, memory management, abstract data types, object creation, pointers to class members, and I/O streams
- Learned data structures including vectors, stacks, queues, sets, maps, and algorithms including binary search and selection sort

Autodesk Maya

10 months of experience 📅 08/2017 - 05/2018

📍 USC School of Cinematic Arts

- Did 3D modeling, rigging, animation, texturing, lighting, and rendering

ACADEMIC AWARDS



Dean's List for Academic Year

NYU Tisch School of the Arts, 2016-2017

LANGUAGES

English

Native

Mandarin

Proficient

Cantonese

Intermediate

FIND ME ONLINE



Online Portfolio

www.ferdiy.com



LinkedIn

Wing Leung Yu:
www.linkedin.com/in/wing-leung-yu-649a40171

ADDITIONAL EXPERIENCE

Adobe Photoshop

Adobe Illustrator

Logic Pro X

Adobe Premiere Pro

Microsoft Word

Microsoft Excel

Microsoft PowerPoint

Physical Game Design (Board/Card/Tabletop Games)

OUTSIDE ACTIVITIES



Assistant director, choreographer and dancer of USC's Breakthrough Hip Hop Dance Team (2.5 years)

Performances and competitions held at university events throughout the semester, with a final showcase held near end of semester



Competitive breakdancer of NYU's Breakdance Team and USC's Street Dance Society (3 years)

Competed in two collegiate-level breakdance tournaments