

Yuntao Wang

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EDUCATION

Carnegie Mellon University (In progress)

MET Entertainment Technology

Pittsburgh, United States

Aug.2025 - May.2027

Xi'an Jiaotong-Liverpool University (XJTLU)

BE Architecture (Upper Second Class (Honours))

Suzhou, China

Sep.2020 - Jul.2024

EXPERIENCES

Monoarchi

Shanghai, China

Role: On-site Architect

Jun.2024 – Jul.2025

- Coordinate communication among construction teams, design institutes, and clients to ensure project alignment.
- Developed construction-level drawings and detail packages to resolve on-site coordination issues between design intent and execution.
- Develop visualizations and diagrams consistent with project style to communicate design intent.

UEA

Changzhou, China

Role: Design Intern

Jul.2022 - Sep.2022

- Assisted design and proposal stages for a resort hotel project, contributing analyses and concept diagrams.
- Supported client presentations and rendering post-production.

SELECTED PROJECTS

Disney Imagineering Competition — LBE Design | Quarterfinalist

Designer

Nov.2025

- Led spatial layout and architectural form development rooted in campus culture and Pittsburgh's industrial context, shaping a playful "fantasy factory" theme concept.
- Integrated architectural logic with virtual-world design methods to craft immersive circulation, coherent narrative flow, and user-centered experience.

Building Virtual Worlds (BVW) — Fast-cycle Interactive Experience Design

Artist/Game Designer/Co-Producer

Nov.2025

- Produced four rapid-cycle prototypes (1–2 weeks each) with Unity, contributing to game mechanics, interaction design, environment art and spatial layouts.
- Worked in multidisciplinary teams, iterating under tight deadlines to deliver playable experiences including VR, multi-player cooperative, physical interface experiences.

Awakening — Level Design Demo

Individual Project

Nov.2024

- Designed and built a solo 3D puzzle-platformer demo in UE5, iterating level layout, environmental narrative, and multiple endings.
- Implemented core gameplay systems via Blueprints and delivered a playable demo and trailer with 1,000+ views.

Museum of Emotions Competition — ARC Final Year Project | Best Visualization Award

Individual Project

May.2024

- Integrated Lacanian psychology and Suprematist art theory into spatial narrative design.
- Produced final animation, rendering pipeline, and exhibition panels under extreme time constraints.

Responsible Architectural Façade System — ARC Course Project

Co-Producer/Designer

Oct.2023

- Designed a climate-responsive façade using folding and rotating mechanisms derived from Shanghai climate data.
- Led modeling and prototype fabrication; exhibited on campus for its integrated mechanical concept.

Safeguarding Heritage and Community of Shuangta Area Exhibition — Exhibition

Producer/Designer

Mar.2023

- Conducted field research and architectural mapping of Suzhou's Shizi Street.

- Directed and edited a stop-motion animation presenting local narratives; exhibited on-site as an outstanding work.

Jiangcun Tree House — Community Workshop

Participatory Design Facilitator

May.2025

- Led workshops guiding children to develop spatial design and local cultural ideas through drawing and modelling.
- Translated their concepts into a “secret base” design and an early toy prototype.

SKILLS

- **Design & Modelling:** Rhino, Grasshopper, Maya, Blender
- **Game & Interactive Engines:** Unreal Engine 5, Unity
- **Adobe Suite:** PS, AI, ID, Substance Painter
- **Language:** English (Professional Working Proficiency), Mandarin Chinese (Native)