

# Miranda Chao

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## CONTACT

miranda\_chao@alumni.brown.edu  
(614) 264-9268  
2624 4th Ave N, 103, Seattle, WA  
[mirandachao.com](http://mirandachao.com)  
[linkedin.com/in/mirandachao](https://www.linkedin.com/in/mirandachao)

## EDUCATION

Brown University  
Class of 2018  
BS Computer Science, Visual Arts

## DEVELOPMENT SKILLS

*Proficient in:*

HTML/CSS, C#, Git, Python, Java,  
C++

*Familiar with:*

C, Javascript

## SOFTWARE EXPERTISE

*2D and painting:*

Photoshop  
Illustrator  
Figma

*3D and animation:*

AfterEffects  
Maya  
Unity

## INTERESTS

*Video games and storytelling*

Passionate about immersive digital experiences including video games, interactive fiction, and experimental animation

*Art and illustration*

Practicing digital artist  
Comics and storyboarding hobbies

## SUMMARY

I am a PM at Microsoft and an indie game developer with a passion for interactive media and storytelling.

I've had the opportunity to create immersive narratives and experiences in many fields, and am continuously fascinated by the potential of digital spaces.

## EXPERIENCE

### Microsoft PM II: 2018 - current

Project manager in the E+D organization focusing on experiences for templates and premium content in Microsoft 365.

- ▶ Managing a site-wide redesign of the Office templates catalog website, connecting premium content with Microsoft AI features such as PowerPoint Designer
- ▶ Led the feature release of a freemium templates model during the April 2020 re-branding of Office to Microsoft 365
- ▶ Previously worked on gamified interactive learning experiences within the Office help and support space

### Activision Blizzard UI/UX Intern: Summer 2018

UI/UX intern at Vicarious Visions, working on Destiny 2 to expose lore, collection completion, and player achievements in game UI.

- ▶ Examined game design techniques to ease integration of new players into hardcore gaming communities
- ▶ Designed and prototyped a user experience within Destiny 2 to focus on story, discovery, and completion incentives

### Spite Studios Artist: 2018 - current

2D and 3D artist in indie game development, contributing across the full creative pipeline from concept art and asset production to execution in-engine.

- ▶ Created character and environment concept art for Spite Studio games Lark and Tales of Brevis
- ▶ 3D modeling and texturing of in-game assets for Tales of Brevis
- ▶ Worked with assets in Unity to design and polish final game map
- ▶ Implemented lighting, particle effects, and UI layouts for MVP release