

# Charlie Ha

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## EDUCATION

**Miami University**, Oxford, OH

2023 - 2027

Bachelor of Science in Games & Simulation, Emerging Technology in Business and Design

GPA: 3.7

## RELEVANT EXPERIENCE

**Cincinnati Museum Center**, *Virtual Tour Developer Intern*

June 2025 – August 2026

- Developed an interactive virtual tour for VR headsets and tablet-based point-and-click experiences.
- 3D modeled period-accurate objects and integrated assets created by another 3D modeler into the Unity scene to authentically recreate the environment.
- Collaborated with historians and museum staff to ensure visual and historical accuracy.
- Conducted iterative playtesting with the project supervisor to refine user interaction and accessibility.
- Coordinated with a software developer to prepare builds for TestFlight, and contributed to the process of publishing the application to the App Store for museum use.
- Utilized Unity, GitHub, and Jira for development, version control, and project management.

**Miami University**, *Student Assistant*

September 2023 - Present

- Provided technical support to faculty for classroom technology issues (projectors, audio/video, connectivity).
- Helped manage inventory and documentation for new equipment
- Strengthened real-time communication and troubleshooting skills

**Project Tell You Something Podcast**, *Core team leader, Podcast editor, Audio provider,*

*Logo Designer, Media Post Designer*

December 2021 - August 2022

- Planned media content, wrote scripts, and recorded podcasts.
- Share experiences and tips in studying abroad.

**Mai Am Tre Xanh**, *Chess Teacher*

August 2022 - December 2022

- Helped at non-profit social protect center that provides underprivileged children with a home as well as access to education
- Teach chess basics and principles
- Teach how to complete a chess match
- Teach chess tactics

**Project Nui Tuong Village**, *Core Team Leader*

March 2021, Summer 2022

- Organised a workshop about how to recycle plastic bottles and use it for irrigation
- Organised workshop on self-protection in real life

## SKILLS

Game design | Unity, Unreal Engine | Blender, Maya, Unity, Unreal Engine

Game dev | Unity, Unreal Engine

UI/UX Design | Web Design/Dev | Illustrator, Photoshop, After Effects, Premiere Pro

HTML, CSS, JavaScript

Video editing | Photo editing