



# Matthew Whiting

Senior Lecturer

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## EDUCATION

- M.S. | George Washington University** 1995  
Mechanical Engineering with Aeronautical Emphasis
- B.S. | St. Louis University** 1991  
Aerospace Engineering

## TEACHING EXPERIENCE

- Senior Instructor | USC, Viterbi School of Engineering, ITP/TAC** 2017 - Present  
**Assistant Director of Academic Program** 2024-Present
- Viterbi IT liaison
  - DEN coordination - classroom spaces and scheduling
  - ITP Curriculum Oversight (minors and joint majors)
  - Engineering Curriculum Committee back-up to primary ECC rep
  - Rebranding, communication, and marketing efforts
  - Other duties as assigned by Director or Associate Director
- Adjunct Instructor | USC, Viterbi School of Engineering, CS** 2015 - 2017
- Instructor | Art Institute of California, Los Angeles** 2009 - 2014

## PROFESSIONAL EXPERIENCE

- CEO | Whiting Game Studios Inc** 2017 - Present
- Technical Consulting
  - Performance Analysis and Optimization
  - Cross-Platform Porting
  - Videogame Contract Programming
- CTO | Wholesale Algorithms, Inc.** 2006 - 2017
- Technical Direction
  - Software Architecture
  - Technical Consulting
  - Performance Analysis and Optimization
  - Cross-Platform Porting
  - Videogame Contract Programming
- Technical Director | Luxoflax** 2006
- Managing Engineering Team
  - Overseeing Engine Development
  - Designing and Overseeing Tools Development

- Overseeing Game Development

**Lead Programmer | Luxoflux**

2001 - 2005

- Managing Engineering Team
- Numerous Contributions to Engine and Tools Development
- Lead Gameplay Development

**Programmer | Insomniac Games**

1998 - 2000

- Numerous Contributions to Engine and Gameplay Development
- Playable Character Controls
- Camera
- Level Gameplay Programming
- Visual Effects

**Programmer | Black Ops Entertainment**

1995 - 1998

- Numerous Contributions to Engine and Gameplay Development
- Playable Character Controls
- Camera
- Level Gameplay Programming
- Visual Effects

**COURSES TAUGHT**

**ITP 115 | Programming in Python**

2021

**ITP 165 | Introduction to C++ Programming**

2024

**ITP 380 | Video Game Programming**

2017 - Present

**ITP 382 | Mobile Game Programming**

2022 - Present

**ITP 481 | Game Programming Professional Development**

2019 - Present

**ITP 483 | Communication for Software Engineers**

2020 - Present

**ITP 485 | Programming Game Engines**

2016 - Present

**CSCI 113 | Programming Fundamentals for Computational Science**

2024

**CSCI 491a/b | Final Game Project**

2015 - 2019

**CSCI 529a/b | Advanced Game Projects**

2019 - Present

**COURSES CREATED**

**ITP 481 | Game Programming Professional Development**

Spring 2019

This course will focus on the practical math, algorithms, and other topics relevant to new professionals in 3D video game programming. Particular focus will be centered on presentation and communication skills.

**ITP 483 | Communication for Software Engineers**

Fall 2020

Expanding beyond your current technical skills, user focused design, problem space vs solution space, data structures, algorithms, coding challenges, live engineering demonstrations and presentations.

**CSCI 113 | Programming Fundamentals for Computational Science**

Fall 2024

Introduction to Python and C++; intended for students without prior programming experience; examples from various domains in computational science.

## CURRICULUM DEVELOPMENT

### **ITP 382 | Mobile Game Programming**

*Fall 2022 - Present*

- Rescued the course from potential cancellation when the previous instructor left
- Completely rebuilt the course from scratch
- Focus on critical foundational topics and student engagement
- Every student deploys their games to mobile devices (many on day 1)
- Acquired and set up mobile devices for students who lack compatible phones

### **ITP 481 | Game Programming Professional Development**

*Spring 2019 - Present*

- Developed a completely new course
- Designed to serve the needs of the CSGM students at their own request
- Practice with linear algebra and other videogame-related math concepts
- Practice with presentation and communication skills

### **ITP 483 | Communication for Software Engineers**

*Fall 2020 - Present*

- Developed a completely new course
- Designed to serve the needs of the CS students at their own request
- Practice with difficult programming challenges
- Practice with presentation and communication skills
- Emphasis on design-thinking
- Emphasis on growth mindset
- Introduced auto-graded unit tests via codepost.io

### **ITP 485 | Programming Game Engines**

*Fall 2016 - Present*

- Continually updating the course to remain relevant
  - Students build their own engine in DirectX from scratch
  - Added Normal Mapping
  - Added Post-Effects
  - Added Profiling
  - Added Job Manager
  - Added Compute Shaders
- Frequent coordination with industry professionals
- Refinement of the course to maximize student success
  - Successfully placed many students in high-profile positions at major videogame companies such as Insomniac Games, Riot Games, and Naughty Dog
- Converted the course to a flipped classroom
  - Pre-recorded videos replace traditional homework for half the lecture material
  - That lecture time is instead devoted to in-class work to practice the skills from the lectures

### **CSCI 529a/b | Advanced Game Projects**

*Fall 2019 – Present*

- Integration of the CSGM Masters students with the rest of the USC Games program
- Integration of the CSGM MS students with the MFA program
- Instituted faculty mentors for each project team
- Direct mentorship of MS students collaborating with MFA projects
- Engineering milestones
- Technical Design Documents
- DevVlog YouTube videos share the experiences across team lines

### **Video Game Production Minor**

*Fall 2022 – Present*

- Created a new minor
- Replace/rescue the old VGDM minor which was failing due to low enrolment
- Coordinated with USC Cinematic Arts and USC Marshall School of Business
- Developed new courses at ITP
- Integrated existing courses across several schools
- Lead faculty representing the minor

### **CSCI 113 | Programming Fundamentals for Computational Science**

*Fall 2024*

- Created a new course based on skeletal syllabus
- Created 24 Lab Assignments, 10 Homework problems, and 2 Exams
- Created 25 Lectures

- Integrated course into multiple majors and minors

## VIDEOGAME DEVELOPMENT

### Whiting Game Studios Inc DBA Wholesale Algorithms

Kentucky Route Zero: TV Edition (<http://kentuckyroutezero.tv/>)

2023 - 2024

Developed by [Cardboard Computer](#) | Published by [Annapurna Interactive](#)

Platforms: iOS (Netflix), Android (Netflix)

- Porting the existing project to iOS and Android
- Integration of Android Asset Packs
- Integration of Netflix SDK
- Support for additional languages including Arabic and Thai (not natively supported in Unity)

Robot Race (<http://easleydunnproductions.com/RobotRace.html>)

Coming Soon

Developed by [Easley-Dunn Games](#) | Published by [Easley-Dunn Games](#)

Platforms: iOS, Android

- Multiplayer support
- In-App Purchases
- UI overhaul
- Leading the student and post-graduate engineering team

Time Barbarian Extreme!! (<https://wholesalealgorithms.com/time-barbarian-extreme.html>)

Coming Soon

Developed by [Wholesale Algorithms](#) | Published by [Wholesale Algorithms](#)

Platforms: iOS, Android

- Mobile adaptation of previously released game
- In-App Purchases
- In-App Advertising
- [DevVlog](#)

Spurpunk (<http://easleydunnproductions.com/Spurpunk.html>)

2021

Developed by [Easley-Dunn Games](#) | Published by [Easley-Dunn Games](#)

Platforms: iOS, Android

- Leading the student and post-graduate engineering team

IMVU (<https://secure.imvu.com/welcome/ftux/>)

2021

Developed by [IMVU](#) | Published by [IMVU](#)

Platforms: iOS, Android

- New systems for character customization to allow greater diversity
- Collaboration with tech artists to convert shader code to mesh pre-processing
- Mentorship of junior programmers

Maquette (<https://maquettegame.com/>)

2021

Developed by [Graceful Decay](#) | Published by [Annapurna Interactive](#)

Platforms: PS4, PS5, PC (Steam)

- Managing lightmaps in dynamic scenes
- Rendering optimization
- Realtime lighting probes
- Mesh combining
- Occlusion optimization
- PlayStation support

The Pathless (<https://thepathless.com/>)

2020

Developed by [Giant Squid](#) | Published by [Annapurna Interactive](#)

Platforms: iOS, PS4, PS5, PC (Steam & Epic)

- Rendering optimization
- Realtime reflections
- Mesh/Material optimization
- PlayStation support

Kentucky Route Zero: TV Edition (<http://kentuckyroutezero.tv/>)

2020

Developed by [Cardboard Computer](#) | Published by [Annapurna Interactive](#)

Platforms: PS4, Switch, XB1, PC (Steam, GOG, and Microsoft)

- Porting the existing project to new platforms
- PlayStation support

- Nintendo support
- Microsoft support
- Steam support
- GOG support
- GDK support

**Outer Wilds** (<https://www.mobiusdigitalgames.com/outer-wilds.html>)

2019

Developed by [Mobius Digital](#) | Published by [Annapurna Interactive](#)

Platforms: PS4, XB1, PC (Steam & Epic)

- Performance optimization
- PlayStation support
- XB1 support

**Time Barbarian Extreme!!**

2018

([https://store.steampowered.com/app/702900/Time\\_Barbarian\\_Extreme/](https://store.steampowered.com/app/702900/Time_Barbarian_Extreme/))

Developed by [Wholesale Algorithms](#) | Published by [Wholesale Algorithms](#)

Platforms: PC (Steam)

- Original game

## Wholesale Algorithms, Inc.

**Gorogoa** (<http://gorogoa.com/>)

2017

Developed in Collaboration with Buried Signal | Published by [Annapurna Interactive](#)

Platforms: iOS, Android, PS4, Switch, XB1, PC (Steam & GOG)

- Transcribed original Java code into C#
- Adapted project from software renderer into Unity
- PlayStation support
- Nintendo support
- XB1 support
- Mobile support
- Steam & GOG support

**Unannounced Title**

2017

Developed by [Riot Games](#)

Platforms: PC

- Automated Testing
- Platform Compatibility Testing

**Fat Princess Adventures** ([https://store.playstation.com/en-us/product/UP9000-CUSA01388\\_00-FATPRINCESSADVNT](https://store.playstation.com/en-us/product/UP9000-CUSA01388_00-FATPRINCESSADVNT))

2015

Developed by [Fun Bits Interactive](#) | Published by [Sony Interactive Entertainment](#)

Platforms: PS4

- Performance optimization
- Rendering optimization
- Network support

**God of War III Remastered** ([https://store.playstation.com/en-us/product/UP9000-CUSA01623\\_00-0000GODOFWAR3PS4](https://store.playstation.com/en-us/product/UP9000-CUSA01623_00-0000GODOFWAR3PS4))

2015

Developed by [Wholesale Algorithms](#) | Published by [Sony Interactive Entertainment](#)

Platforms: PS4

- Originally developed by SCE Santa Monica Studio
- Complete port from PS3 to PS4
- 60 fps 1080p resolution
- Photo mode

**Hohokum** ([https://store.playstation.com/en-us/product/UP9000-CUSA00091\\_00-HOHOKUMGAMEPKG01](https://store.playstation.com/en-us/product/UP9000-CUSA00091_00-HOHOKUMGAMEPKG01))

2014

Developed by [Honeyslug](#) | Published by [Sony Interactive Entertainment](#)

Platforms: PS3, PS4, PSVita

- Development support
- PSVita support

**Sonic Boom**

2014

Developed by [Big Red Button](#) | Published by [Sega](#)

Platforms: Wii U

- AI and navigation
- Camera control

**Sound Shapes** ([https://store.playstation.com/en-us/product/UP9000-CUSA00090\\_00-SOUNDSHAPES00000](https://store.playstation.com/en-us/product/UP9000-CUSA00090_00-SOUNDSHAPES00000))

2012-2014

Developed by [Queasy Games](#) | Published by [Sony Interactive Entertainment](#)

Platforms: PS3, PS4, PSVita

- Port to PS4
- Port to PSVita
- Demos and additional DLC

Escape Plan ([https://store.playstation.com/en-us/product/UP9000-CUSA00034\\_00-ESCPGAMEMASTERUS](https://store.playstation.com/en-us/product/UP9000-CUSA00034_00-ESCPGAMEMASTERUS))

2013

Developed by [Fun Bits Interactive](#) | Published by [Sony Interactive Entertainment](#)

Platforms: PS4, PSVita

- Port to PS4
- Required completing a port of Unity itself to PS4
- New control systems

Jimmie Johnson's Anything with an Engine

2011

Developed by [Isopod Labs](#) | Published by [Autumn Games](#)

Platforms: PS3, Wii, Xbox 360

- Nintendo Wii support

God of War Collection

2010

Developed by [Bluepoint Games](#) | Published by [Sony Interactive Entertainment](#)

Platforms: PS3

- Originally developed by SCE Santa Monica Studio
- Ported by Bluepoint from PS2 to PS3
- Particle system porting
- Development support

Spyborgs

2009

Developed by [Bionic Games](#) | Published by [Capcom](#)

Platforms: Wii

- Technical Direction
- Engine Development
- Gameplay Programming
- Nintendo Wii support

C&C Red Alert 3 Commander's Challenge

2009

Developed by [Electronic Arts](#) | Published by [Electronic Arts](#)

Platforms: PS3, Xbox 360

- PlayStation support

C&C Red Alert 3 (<https://www.ea.com/games/command-and-conquer/command-and-conquer-red-alert-3>)

2008

Developed by [Electronic Arts](#) | Published by [Electronic Arts](#)

Platforms: PC, Mac, PS3, Xbox 360

- PlayStation support
- Performance optimization
- Development support

Command & Conquer 3: Tiberium Wars

2007

Developed by [Electronic Arts](#) | Published by [Electronic Arts](#)

Platforms: PC, Mac, Xbox 360

- Xbox 360 support
- Multithreading rendering
- Performance optimization
- Development support

Ratchet & Clank: Size Matters

2007

Developed by [High Impact Games](#) | Published by [Sony Interactive Entertainment](#)

Platforms: PSP

- Gameplay development
- Development support

## Luxoflux

Kung Fu Panda

2006

Developed by Luxoflux | Published by [Activision](#)

Platforms: PS3, Xbox 360

- Managing engineering team
- Overseeing engine development
- Designing and overseeing tools development
- Overseeing game development

<b>True Crime New York City</b> Developed by Luxoflux   Published by <a href="#">Activision</a> Platforms: PS2, Xbox, GameCube	2005
<ul style="list-style-type: none"> <li>• Managing engineering team</li> <li>• Managing missions team</li> </ul>	
<b>Shrek 2</b> Developed by Luxoflux   Published by <a href="#">Activision</a> Platforms: PS2, Xbox, GameCube	2004
<ul style="list-style-type: none"> <li>• Managing engineering team</li> <li>• Playable character controls</li> <li>• Camera controls</li> </ul>	
<b>True Crime Streets of LA</b> Developed by Luxoflux   Published by <a href="#">Activision</a> Platforms: PS2, Xbox, GameCube	2003
<ul style="list-style-type: none"> <li>• Gameplay programming</li> </ul>	

## Insomniac Games

<b>Spyro: Year of the Dragon</b> Developed by <a href="#">Insomniac Games</a>   Published by Universal Interactive Platforms: PlayStation	2000
<ul style="list-style-type: none"> <li>• Playable character controls</li> <li>• Cameras</li> <li>• Gameplay programming</li> <li>• Numerous contributions to engine and gameplay development</li> </ul>	
<b>Spyro 2: Ripto's Rage</b> Developed by <a href="#">Insomniac Games</a>   Published by Universal Interactive Platforms: PlayStation	1999
<ul style="list-style-type: none"> <li>• Playable character controls</li> <li>• Cameras</li> <li>• Gameplay programming</li> <li>• Numerous contributions to engine and gameplay development</li> </ul>	
<b>Spyro the Dragon</b> Developed by <a href="#">Insomniac Games</a>   Published by Universal Interactive Platforms: PlayStation	1998
<ul style="list-style-type: none"> <li>• Playable character controls</li> <li>• Cameras</li> <li>• Gameplay programming</li> <li>• Numerous contributions to engine and gameplay development</li> </ul>	

## Black Ops Entertainment

<b>Treasures of the Deep</b> Developed by <a href="#">Black Ops Entertainment</a>   Published by <a href="#">Namco</a> Platforms: PlayStation	1998
<ul style="list-style-type: none"> <li>• Playable character controls</li> <li>• Cameras</li> <li>• Gameplay programming</li> <li>• Numerous contributions to engine and gameplay development</li> </ul>	
<b>Black Dawn</b> Developed by <a href="#">Black Ops Entertainment</a>   Published by <a href="#">Namco</a> Platforms: PlayStation	1996
<ul style="list-style-type: none"> <li>• Development support</li> </ul>	

## AWARDS

### British Academy Film Awards ([BAFTA](#))

The most prestigious global awards for excellence in games

### The Webby Awards ([Webby](#))

The leading international award honoring excellence on the Internet.

### Golden Joystick Awards

the longest-running video game award ceremony, launched in 1983.

<b><u>Kentucky Route Zero</u></b>	2021
<ul style="list-style-type: none"> <li>• <a href="#">BAFTA Best Original Property</a></li> <li>• <a href="#">Webby Best Game Design</a></li> </ul>	
<b><u>Outer Wilds</u></b>	2020
<ul style="list-style-type: none"> <li>• <a href="#">BAFTA Best Game</a></li> <li>• <a href="#">BAFTA Game Design</a></li> <li>• <a href="#">BAFTA Best Original Property</a></li> <li>• <a href="#">Golden Joystick Best Indie Game</a></li> <li>• <a href="#">Webby People's Voice</a></li> </ul>	
<b><u>Gorogoa</u></b>	2018
<ul style="list-style-type: none"> <li>• <a href="#">BAFTA Best Debut Game</a></li> </ul>	

## RESEARCH

<b>NASA Langley Research Center</b>	1992 - 1995
<ul style="list-style-type: none"> <li>• Designed and programmed a 2D graphical display and interface engine for real-time network data</li> <li>• Designed and programmed an editor for building specialized 2D displays and interfaces for the above engine</li> <li>• Designed and programmed a 3D simulation renderer for real-time and recorded data</li> <li>• Explorations of novel aerodynamic controls for a tailless X-31 configuration</li> <li>• Pulsed pneumatic controls on aircraft forebody</li> </ul>	
<b>St. Louis University</b>	1990 - 1991
<ul style="list-style-type: none"> <li>• Shooting method analysis of the Schrödinger equation for a hydrogen atom in 2D</li> </ul>	

## PRESENTATIONS

<b>Resume Workshop</b> at <b>USC Makers of Entertaining Games Association</b> ( <a href="#">MEGA</a> )	2022
<ul style="list-style-type: none"> <li>• Strategies to land a job in Video Game Programming</li> <li>• Finding opportunities</li> <li>• Optimizing your resume</li> <li>• Building your network</li> </ul>	
<b>USC Game Design Workshop</b>	2015
<ul style="list-style-type: none"> <li>• Lessons learned from decades of successful gameplay programming</li> <li>• Presentation to video game programming and design students</li> <li>• Effective team organization</li> <li>• Effective communication</li> </ul>	
<b>Communicating with Game Designers</b> at Electronic Arts Redwood City	2009
<ul style="list-style-type: none"> <li>• Lessons learned from decades of successful gameplay programming</li> <li>• Presentation to professional video game programmers</li> <li>• Large game studio</li> <li>• Design considerations for software engineers</li> <li>• Effective communication with other disciplines</li> </ul>	
<b>The Secrets of Spyro</b> at Sony PlayStation Developer Conference	1999
<ul style="list-style-type: none"> <li>• Presentation to professional video game developers</li> <li>• Innovative technical aspects of the Spyro game code</li> <li>• Unique PlayStation hardware considerations</li> <li>• "Cylcorama" background graphics</li> <li>• Rendering the "Cylcorama Portal" portals</li> <li>• Using the "Cyclorama Portals" to mask level transitions</li> </ul>	



## CONFERENCES ATTENDED

<b>Tapia Conference (<a href="#">Tapia</a>)</b>	2023
<ul style="list-style-type: none"><li>• Computing from all backgrounds and ethnicities</li></ul>	
<b>SIGSCE Technical Symposium (<a href="#">SIGSCE</a>)</b>	2023
<ul style="list-style-type: none"><li>• The Technical Symposium on Computer Science Education</li></ul>	
<b>Electronic Entertainment Expo (<a href="#">E3</a>)</b>	1996-2019
<ul style="list-style-type: none"><li>• Video game industry trade event</li><li>• Organized by the Entertainment Software Association (<a href="#">ESA</a>)</li></ul>	
<b>Game Developers Conference (<a href="#">GDC</a>)</b>	2006, 2012, 2019
<ul style="list-style-type: none"><li>• Game industry's premier professional event</li></ul>	
<b>Unite</b>	2018
<ul style="list-style-type: none"><li>• Video game industry trade event</li><li>• Unity Technologies</li><li>• Educational Workshops</li></ul>	
<b>Sony PlayStation Developer Conference</b>	1997, 1999, 2008, 2012, 2014
<ul style="list-style-type: none"><li>• Video game industry trade event</li><li>• Sony gaming console specific details</li><li>• Educational Workshops</li></ul>	
<b>Nintendo Developer Conference</b>	2008
<ul style="list-style-type: none"><li>• Video game industry trade event</li><li>• Nintendo gaming console specific details</li><li>• Educational Workshops</li></ul>	

## MENTORSHIP

<b>Neha Sharma</b>	Fall 2024
<ul style="list-style-type: none"><li>• Information Technology Practicum</li><li>• Videogame Production</li></ul>	
<b>Richard Tao</b>	Summer 2024
<ul style="list-style-type: none"><li>• ENGR-395 Internship</li><li>• <a href="#">Respawn Entertainment</a></li><li>• Refactor the Spline Camera System for <i>Star Wars Jedi</i></li></ul>	
<b>Colin Ho</b>	Summer 2023
<ul style="list-style-type: none"><li>• ENGR-395 Internship</li><li>• Stripe</li></ul>	
<b>King Zhou</b>	Summer 2023
<ul style="list-style-type: none"><li>• ENGR-395 Internship</li><li>• <a href="#">Ripple Effect Studios</a></li></ul>	
<b>Megan Friedenber</b>	Fall 2022 – Spring 2023
<ul style="list-style-type: none"><li>• Directed Research</li><li>• Advanced Rendering Techniques in DirectX</li></ul>	
<b>Souporno S Ghosh</b>	Fall 2022 – Spring 2023
<ul style="list-style-type: none"><li>• Directed Research</li><li>• Integration of Speech-to-Text and Text-to-Speech into a video game</li><li>• Natural language speech generation for NPC responses to questions</li><li>• User research to evaluate how players respond to this unique approach</li></ul>	
<b>Varun Peesapati</b>	Fall 2022 – Spring 2023
<ul style="list-style-type: none"><li>• Directed Research</li><li>• Integration of Speech-to-Text and Text-to-Speech into a video game</li><li>• Natural language speech generation for NPC responses to questions</li><li>• User research to evaluate how players respond to this unique approach</li></ul>	
<b>Rishi Prakaash Srinivasan Mohan</b>	Fall 2022 – Spring 2023
<ul style="list-style-type: none"><li>• Directed Research</li><li>• Integration of Speech-to-Text and Text-to-Speech into a video game</li><li>• Natural language speech generation for NPC responses to questions</li><li>• User research to evaluate how players respond to this unique approach</li></ul>	
<b>Shixuan Zhang</b>	Spring 2022
<ul style="list-style-type: none"><li>• Directed Research</li><li>• Advanced Rendering Techniques in DirectX</li></ul>	

**Batu Aytemiz***Fall 2021 – Spring 2022*

- MFA Student at the University of California Santa Cruz
- Reinforcement Learning for Level Design

**Leon Huang***Fall 2018*

- Blind Game Development Student
- Directed Research
- Extend Unreal Engine with support for visually disabled developers
- Upon graduation, Leon's research project landed him a job at Epic Games developing support for the visually disabled in Unreal Engine!

**Spurpunk** – Commercial game by Easley Dunn Games provides OPT and experience for students and recent graduates*Spring 2018 – Spring 2022*

- William Gaultier
- Hongji Ye
- Sean Hu
- Jitin Sawant
- Ryan Stevenson
- Nicholas DeFrank
- Vyas Varun

**Robot Race** – Commercial game by Easley Dunn Games provides OPT and experience for students and recent graduates*Fall 2021 – Fall 2024*

- David He
- Hsuan-Chi (Ian) Lee
- Yaorong Xie
- Yunrui (Ray) Shao
- Wentao Zhou
- Tianning Li
- Haotai Ye
- Chen Yikun
- Da (Hank) Gong
- Wenyu Xu
- Yiting (Stella) Wang
- Mingxuan (Marco) Ma
- Xiang Chen
- Xinhui (Haylee) Shen
- Zijian An
- Zihao Han
- Minghao Lian
- Navapat Nananukul
- Jiexin Qin
- Sabrina Weng
- Liuyi Yang