

Zhaoyi (Ashley) Liang

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh Aug. 2018-May 2020

- Master of Entertainment Technology

Shandong University, Jinan China

Sep. 2014-June 2018

- B.S. Engineering (Specialization in Digital Media, AR/VR)
- Main Courses: Computer Graphics, Human-computer Interaction, Data Structure, Machine Learning

SKILLS

Programming Languages: C#, C++, Java, Python

Tools: Unity, Maya, Cinema4D, OpenGL, Photoshop, Adobe After Effects, Adobe Premiere

Game Development: Rapid prototyping, Playtesting, VR/AR

Platforms: Meta2, Kinect, HoloLens, HTC Vive

ACADEMIC PROJECTS

Building Virtual Worlds, Producer and Programmer, ETC

Aug. 2018-Present

- Rapid prototyping class with 5 rounds each lasts for 2-3 weeks, where I worked as programmer, designer and producer in teams of 5 to make highly innovative and interactive experiences on Meta 2, Kinect 2, HTC Vive and HoloLens
- Picked up new development platforms quickly and designed experiences that utilize the platforms' strength

Camera-based Interactive Entertainment System, Solo, Engineering Research Center of Digital Media Technology(ERC)

Mar. 2018-June 2018

- Prototyped and implemented a camera-based system that supports natural interaction between the user and the projection screen, supporting multiple players
- Developed a gesture system using digital image processing
- Developed a database for recording users' data
- Implemented a interactive system which provides a series of interactions and user interfaces for users to interact easily and correctly

Computer Animation Teaching System, Programmer and Designer, ERC

June 2017-Dec. 2017

- Led the team of 6 and took charge of interactive design, system architecture and gameplay implementation
- Designed and developed the teaching system within Unity to support different interaction scenarios and make the algorithms of computer animation easier for users to understand
- Tested through HoloLens and analyzed the feedback of users

Text Visualization of Social Media Content, Programmer, ERC

Apr. 2017-May 2017

- Conducted literature reviews to identify potential innovation points to further develop text visualization
- Employed design ideas from word clouds and the Word Tree and overcame limitations of both visualizations
- Introduced a novel technique for visualizing the content of unstructured social media text

Digital Media Worlds, Leader of Design Department, Digital Media Lab

Apr. 2015-Aug. 2016

- Led a team of 9, successfully arranged business with several companies that resulted in profits for the lab
- Conducted weekly meetings to oversee project progress and manage team members' schedules
- Partnered with three other departments to strengthen inter-department relationships and to compete in the Digital Media Innovation Competition and won the first place out of 300 teams

ADDITIONALS

Hobbies: Calligraphy (15 years), watercolor painting (15 years), traveling, cooking Chinese food

Languages: English (Fluent), Mandarin Chinese (Native)