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Objective

To obtain an internship or full-time position as a game programmer.

Education

Carnegie Mellon University, **Pittsburgh, PA**
Entertainment Technology Center May 2020
Master of Entertainment Technology

National Taiwan University, **Taipei, Taiwan (R.O.C)**
Bachelor of Science June 2016
Computer Science and Information Engineering
Relevant Coursework: Virtual Reality, Data Structures and Algorithms

Work Experience

Intern Research Assistant, CMU CyLab **Pittsburgh, PA**
May 2019 – August 2019
- Part of the development team of picoCTF 2019, a cybersecurity competition (https://picoctf.com/about)
- Contributed to server API upgrades (PyMongo) and front-end modernization (CoffeeScript + Underscore.js to React-Bootstrap)
- Improved accessibility for admin functions such as statistics export to Tableau and user lookup, as well as problem filtering and sorting for competitors
- GitHub repository: https://github.com/picoCTF/picoCTF/

Skills

Languages: C, C++, C#, JavaScript, Python, HTML, CSS
Applications: Unity, GIMP, Adobe Photoshop, Adobe Audition, Adobe Premiere, Logic Pro X, Visual Studio, Postman, Tableau

Academic Projects

Space County **CMU ETC**, Fall 2019
- Programmer in a 5-person team which created a mobile game about the 2020 US census for Allegheny Intermediate Unit.
- Created a living city that the player can inspect to provide clear visual feedback.
- Created a Subway Surfer-inspired minigame to gamify data collection.
- Available on Google Play and App Store as "Space County", published by Allegheny Intermediate Unit/Amy Davis.

20/20 (Project FEAR) **CMU ETC**, Fall 2019
- A VR experience that explores movement in open space, seamless overlapping rooms, and asymmetric VR/PC cooperation.
- One player explores an 18'x18' space in VR while the other plays the game on PC.
- With data and interactions split across the platforms, the players need to communicate in order to solve the puzzles.

picoCTF 2019 Game Module **CMU ETC**, Spring 2019
- Lead programmer of a 4-person team which created a web-based 2D RPG/puzzle game in Unity for picoCTF 2019.
- The game implements the same functionalities as the competition website, and competitors can solve the problems within the context of the game.
- The game generates html elements on the fly for functionalities not supported by Unity WebGL, such as Wetty for ssh connections.