

LE (Savannah) MA

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EDUCATION

CARNEGIE MELLON UNIVERSITY **Entertainment Technology Center** **Pittsburgh, PA**
Master of Entertainment Technology *Aug. 2016 - May 2018*

HARBIN INSTITUTE OF TECHNOLOGY **Harbin, China**
Bachelor of Engineering in Digital Media Technology *Aug. 2012 - July 2016*

Relevant Course: C/C++ Programming Language, JAVA Programming Language, Computer Graphics and Image Processing, Internet Programming, DataStructure, Database, Virtual Reality System, Game Design and Produce, 3D Animation Software

TECHNICAL SKILLS

- **PROGRAMMING LANGUAGES:** JAVA, C/C++, C#, Python, HTML
- **GAME DEVELOPMENT:** Unity 3D, MAYA
- **POST-PRODUCTION:** After Effects, Premiere, PhotoShop

EXPERIENCE

BIG BANG CREATIVE STUDIO **Harbin, China**
Game Programmer *Jan. 2014 – May 2016*

- Programmed multiple game mechanism and user interface
- Designed multimedia marketing materials of ASRTU(Associated of Sino-Russian Technical Universities)

PROJECTS

BUILD VIRTUAL WORLD **Pittsburgh, PA**
Game Programmer *Fall 2016*

Overview: Five different virtual worlds are created by five different two - week rotational teams, constituted by two game programmers, two artists and one sound designer. These five games are based on five different kinds of platforms which are Leap Motion, HTC Vive, Google Tango.

- Developed communication skills and creative way of thinking
- learned how to team work efficiently with people coming from different culture and area of expertise
 - ◆ Used Leap Motion gestures to interact with virtual world
 - ◆ Completed UI animation and user input system
 - ◆ Programmed algorithm to locate the random movement locus of the dragons
 - ◆ Completed the score ranking system

“ROOM ESCAPE” BASED ON AUGMENTED REALITY **Harbin, China**
Game Programmer & 3D Artist *Jan.2016 - May.2016*

- Designed and established the game object model
- Realized augmented reality by MetaioSDK
- Established game scenes in Unity 3D
- Completed the interactive game mechanism by C#

VISUALIZATION BASED ON TANGSHAN LEATHER-SILHOUETTE SHOW **Harbin, China**
Programmer & 2D Artist *Sept.2015 - Dec.2015*

- Created the characters of the leather-silhouette show in Photoshop
- Designed and established the scene for plot in 3D Max
- Completed the multi-touch by C# language
- Designed the post-production marketing materials