# Mong-Yah Hsieh

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| **Objective** | To obtain an internship for spring/summer 2020 as a game developer. | |

**Education**

**Carnegie Mellon University,**
**Entertainment Technology Center**
Master of Entertainment Technology

**Pittsburgh, PA**
May 2020

**National Taiwan University,**
Bachelor of Science
Computer Science and Information Engineering
**Relevant Coursework**: Virtual Reality, Data Structures and Algorithms

**Taipei, Taiwan (R.O.C)**
June 2016

**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)
- Added an api endpoint that exports formatted demographics data, which is then visualized using Tableau.
- Created the front-end for user management that allows user lookup via user name or email with either partial or full match.
- Rewritten the problem list page, originally written in coffeescript and underscore.js, in react-bootstrap, and implemented search, filter, and sort functions for better usability as the number of problem increases.
- GitHub repository: https://github.com/picoCTF/picoCTF/

**Conscript, Armed Forces Medical Supplies Office**

**Taoyuan, Taiwan (R.O.C)**
July 2016 – July 2017

- Managing warehouse inventory using modern software system.
- Updating firewalls of computers on public network.

**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**

**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.
- Project website and trailer: https://www.etc.cmu.edu/projects/brute4s/

**Airstrike**

**NTU**, Fall 2014

- Created a Google Cardboard VR game over the semester.
- Implemented hands-free aircraft control and combat mechanism.

**Activities**

**Club Treasurer,** Video Game Club, NTU

August 2013 – June 2015

- Submitted budget plans and activity reports.
- Established a club-wide democratic process for budget planning.