Jingyu(Irenee) Liu

jingyul@andrew.cmu.edu
(412)-951-4577
ireneeliu.me

Summary

Passionate about the emerging technologies that can bring users better immersive experience

Education

Master of Entertainment Technology, Carnegie Mellon University   (Expected) May 2016
Bachelor of Engineering in Electronics & Information, Huazhong U. of Sci. & Tech.   Jun. 2014

Skills

Unity, Unreal, C/C++/C#, Java, Python, MATLAB, Maya, After Effect, Photoshop, Perforce, Linux
Computer Vision, Computer Graphics

Projects

MoCap Based Education Experiment, Entertainment Technology Center (Pittsburgh, US)   Jan. 2015-Jun. 2015
Exploring engaging education experience based on innovative motion capture platform
SMALLAb. The objects are 6th-8th grade students from Elizabeth Forward School District
Role: Platform & gameplay programmer

Building Virtual World, Entertainment Technology Center (Pittsburgh, US)   Aug. 2014-Dec.2014
Creating 5 immersive user experiences using new platforms like Oculus Rift, Kinect,
Leap Motion, Phidgets and etc. Working with 5 diverse team on 2 week rotations
Role: Tool & gameplay Programmer, UX designer
• Got rich experience with emerging platforms, and became more skilled with Unity
• Developed more problem-solving and group-working skills

Face Recognition and Age Estimate, Chinese University Innovative Practice Program   May 2013-Jul. 2013
After feature extraction, PCA dimensionality reduction and classifiers' classification,
judging the age of subjects
Responsibilities: Analyzing extracted features and training classifier
• Got familiar with SVM classifier and feature extraction methods

Experiences

VR Performance Optimizing, Philadelphia Game Lab (Philadelphia, US)   Jun.2015-Aug. 2015
Exploring the combination of multiple technical features include heart rate
monitoring(Arduino) and gesture detection(Kinect) to provide novel immersive user
experience based on the project Third Eye.
Responsibilities: Transplanting the project Third Eye from PC & Oculus Rift platform to
PlayStation 4 with Morpheus, and optimizing the performance.
• Got experienced in Unreal and platform-based VR performance optimizing skills. The
  project achieved stable 60fps on Playstation 4 & Morpheus.

Research

Media & Communication(MC) Lab, Huazhong U. of Sci. & Tech. (Wuhan, China)   Nov. 2013-Jun. 2014
Recognizing hand gestures by judging the depth and color of the real-time-acquired
pictures by Kinect. Also fulfilling a simple Human-Computer Interface
• Got familiar with depth-data processing and sensor system