

Yilin Wang, programming internship summer 2021

Phone: (+1) 5104184704 Email: yilinwa2@andrew.cmu.edu

EDUCATION

Carnegie Mellon University, Master of Entertainment Technology , Pittsburgh, PA

Master of Entertainment Technology

Expected May 2022

Smith College, Northampton, MA

August 2016 - May 2020

Double Major: BA in Computer Science and Mathematics

GPA: 3.91/4.0

Stanford University, Stanford, CA

Summer 2017

Course Programming Abstractions: Studied data structure in C++

Course Client-Side Internet technology: Learned about HTML, CSS, and JavaScript

SKILLS

Language Skills: Chinese (Native), English (Fluent)

Computer Skills: C#, Python, C++, C, HTML, JavaScript, CSS, Java, Lua, Unity Engine

soft skills: experience in an interdisciplinary environment, experience in rapid prototyping

ACADEMIC

Building Virtual World, Programmer, ETC

Fall 2020

- ◆ Designed and implemented the interactions of the games in Unity
- ◆ Designed and implemented the UI and the control of the user guide, dialogs, win and lose pages
- ◆ Worked in rapid prototyping with interdisciplinary teams

CSC430D-Honor Thesis Research: Formal Merge of Evolving Goal Models

Fall 2019-Spring 2020

- ◆ Designed model-merging-algorithm for models with evolving functions in BloomingLeaf
- ◆ Solved the merge conflicts of nodes with the same name but different types
- ◆ Designed and implemented the automatic visual layout generating algorithm for model merging

Research Fellowship Program: Towards Merging Models over Different Time Intervals

Summer 2019

- ◆ Set up local server in NodeJS for the web analysis tool BloomingLeaf
- ◆ Designed and implemented the merge of model semantic part of the goal-model-merging algorithm
- ◆ Improved the input accuracy by modifying the logic in the information collection menu

Math in Unfolding a 3D-Shape

Spring 2017

- ◆ Solved the relationship between the angles that occur during the unfolding process
- ◆ Helped create an animation of the unfolding process using Mathematica

CSC274-Generating 3D Voronoi Diagram from 3D Delaunay Triangulation

Spring 2017

- ◆ Researched about the relationship of 3D Voronoi diagram and 3D Delaunay triangulation
- ◆ Designed and implemented an algorithm to generate 3D Voronoi Diagram from 3D Delaunay triangulation with processing
- ◆ Made 3D animation of the Voronoi diagram with processing

INTERNSHIP EXPERIENCE

Internship, Fancy Guo, Programmer, Beijing , China

Summer 2018

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- ◆ Implemented two different types of equipment-upgrading system in project DR
- ◆ Improved the efficiency reading in the parameters by redesigning the structure of the input
- ◆ Fixed the display bugs in menus of mounts