

Mingqi Tan

<https://ruby0412.github.io/>

mingqit@andrew.cmu.edu

(207) 228-5963

SUMMARY

Dynamic, detail-oriented, bilingual Software Engineer with a focus on software engineering and game designing. Analytical Engineer with a proven track record of excelling at learning new technologies and successfully applying them to develop clean and well-structure code. Experienced at working on projects from initial ideas and development phase(vision/analysis), outstanding presentation and communication skills and love to work within team environment or individually. Seeking a summer 2019 internship as a game programmer for now.

EDUCATION

- Carnegie Mellon University, Entertainment Technology Center (ETC)** Pittsburgh, PA 08/2018 – 05/2020
Master of Entertainment Technology
Project included: “*Baby on the Plane*” (AR project – Meta2), “*Kayaking*” (VR project – HTC Vive)
- University of Wisconsin Madison** Wisconsin, Madison 08/2014 – 05/2018
Bachelor of Science, *Computer Science*
Courses included: Data Structure and Algorithm, Operating Systems, Software Engineering, Java Programming, Intro to Artificial Intelligence, Mathematics Analysis, Cryptography, Computer Graphics, Linear Programming
Bachelor of Science, *Applied Math*
Courses included: Theory of Probability, Differential Equation and Linear Algebra, Calculus, Numerical Methods

SKILLS

Programming Languages: Java, C/C++, C#, Matlab, Python
Technical Skills/Platform: Unity, Node.js, WebGL, Linux, HTC Vive, Meta 2
Design Related Software: Photoshop, Illustrator, iMovie, Adobe Premiere

ACADEMIC PROJECTS

- Building Virtual Worlds, ETC** Pittsburgh, PA 08/2018 – 12/2018
Game Programmer
- 5-2 week rounds with changing multi-disciplinary teams.
 - Rapid iterations on non-traditional inputs using faculty and peer feedback
 - Platforms: Meta2, HTC Vive(Trackers), Jam-o-Drum
- Helping Hands: Mobile Application Development for Collaboration Finder** Madison, WI 08/2017 – 12/2017
- The app allows UW-Madison students to create a profile which includes their education, skills and interests as well as any other extracurricular skills they have, and match students, UW faculty and staff based on the information found on the profile as well as a project they would like to collaborate on. (Team project on Github)
- Multi-process Programming with Shared Memory in Linux** Madison, WI 09/2012 – 12/2012
- Implement a client and server that communicate through a shared memory page to display statistics about the client processes
 - Use mutex for mutual exclusion between processes and catch signals (such as SIGINT) with a signal handler
 - Program in C and debug with gdb.

WORKING EXPERIENCE

- Instructor of ITA program** Madison, WI 01/2017– 05/2018
- I used to work in Information Technology Academy (ITA) program. This is a pre-college technology access and training academy serving diverse students in the state of Wisconsin with programs in Madison. I taught Python, Operating systems and Linux related courses.
- Software Engineer Internship at China Telecom Corporation Limited** Shenzhen, China 06/2016 – 07/2016
- Designed the layout and format of a website page using HTML5 and JavaScript.
 - Tracked the Java code in eclipse, using object-oriented programming and testing.
 - Used tomcat and Linux command, familiar with Company’s database
 - Discussed and Learned a lot from experienced programmer about some rules to construct a web page and the history and development of the company.
 - Received positive feedbacks from supervisor and other team members at the end of my internship.
- Coding Club Volunteer** *Introducing Computer Science to K-12 Students* Madison, WI 01/2015 – 05/2015
Major course to second-year undergraduates hosted by Prof. Mei Zhang, the dean of School of CS
Held the TA section once a week to give implements and examples of the knowledge taught in class