

► EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Master of Entertainment Technology

Core curriculum: building virtual world, Java & data structure for application programming

Pittsburgh, PA

Expected May 2020

Beijing University of Post and Telecommunication, Digital Media Technology

Bachelor of Engineering

Core curriculum: C++ foundation, data structure, algorithm, Unity3D game development

Beijing, China

May 2018

► SKILLS

Programming Languages: C++ · C# · Python · Java · HTML5

Game Engines: Unity3D · Unreal Engine

Platforms: PC · HTC Vive · Oculus Rift · Meta2 · Kinect

Other Tools: Maya, Premiere, After Effect, Matlab, Perforce, GitHub, MySQL, PL-SQL, Windows Office

► EXPERIENCE

Oracle Software System (China) Co.Ltd | Project Management Intern

Fall 2017

- Participated in projects in process on Oracle system and finished the training program in SQL, JAVA and PL/SQL
- Evolved the development process of Oracle Primavera Capital Management Solutions with project leader

BUPT Intelligent Media Lab | Research Assistant

May-Dec 2017

- Developed a computerized operation aid system of eye motion to help disabled individuals
- Designed a complete functional structure for the system, and modify the interface
- Conducted user research on health issues, data collection and data analysis

► COURSE PROJECTS

Building Virtual Worlds | Programmer | Entertainment Technology Center

Fall 2018

- Created five immersive worlds in different interdisciplinary teams of five in two-week cycles
- Developed communication, collaboration, teamwork and rapid prototyping skill
- Create prototypes with Unity Engine on multiple platforms including HTC Vive, Kinect, Meta2 etc

Smart Campus Life System | Programmer & UX Designer | BUPT Electronic Tech Lab

Mar- Aug 2017

- Designed a smart campus life system on Qt and Android Studio for students' daily demands on campus
- Developed software structure with C++ and assist in developing user interface in Java
- Won first prize in North China Region and third prize in National Undergraduate Intelligent Innovation Competition

SmartPic (Image Processing Platform) | Algorithm Programmer | BUPT DMDA Center

Spring 2017

- Produced prototypes of the software ideas and designed a image processing software on Qt platform
- Implemented graphic processing features, user interface and picture reading/saving system

► PERSONAL PROJECTS

FPP Research in VR games | Programmer & Game Designer

Spring 2018

- Developed a fluent and immersive VR FPS game with Unity Engine on Oculus Platform
- Participated in research on motion sickness and conducted improved manipulation and interaction system
- Optimized performance by evolve UFPS plug-in SDK and gain user sample data from playtest reaction

ICM/MCM 2017 (Mathematical Contests in Modeling) | Programmer & Producer

Spring 2017

- Finish subject selection, modeling, feasibility analysis and thesis preparation in 72 hours with 2 teammates
- Create multi-lane toll station mathematical model in Matlab and conducted model visualization
- Evolved traffic density monitoring algorithm and implement algorithm of ETC lane pressure detection