

# JOSEPH C. CHIANG

SOFTWARE ENGINEER

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## Education

### Carnegie Mellon University (CMU)

Master of Entertainment Technology (ETC), School of Computer Science (QPA: 3.80)

Aug. 2014 - May 2016  
(Pittsburgh, PA)

### National Taiwan University (NTU)

Bachelor of Computer Science (GPA: 3.66)

Sep. 2009 - Jun. 2013  
(Taipei, Taiwan)

## Academic Projects

### MoleCap

#### Gameplay Programmer / Producer, CMU ETC

- Integrated Organic Motion Marker-less Motion Capture system with wireless Oculus Rift and Gear VR
- Managed project's progression, client meetings and weekly tasks distribution.
- Worked under Scrum framework (one-week sprints) and Unity Assets Server (version control)
- Developed a rhythm game with Motion Capture based on Unity. Implemented gameplay system.

Jan. 2015 - Present

### Building Virtual Worlds

#### Programmer / Game Designer, CMU ETC

- Developed 5 different games, each with limitations in format, content, or platform in 1-3 weeks.
- Used Unity3D and C# to build a game in 1-3 weeks.
- Worked with randomly assigned teams of five from different backgrounds.

Aug. 2014 - Dec. 2014

### Interactive System for Relaxation Project

#### Programmer, NTU Image and Mobile Lab

- Used C++ and Kinect to develop data calculation system analyzing human's relaxation level.
- Provided data search system and data collection system by C++ and Java.

Sep. 2012 - Jun. 2013

### Restaurant Recommendation System

#### Programmer, NTU Computer System Lab

- Designed a progressed learning recommendation algorithm for the application.
- Obtained Android application development experience based on Java.

Feb. 2012 - Jun. 2012

### DE2 Board-based Jubeat Simulator

#### Gameplay programmer, NTU Digital Circuit Lab

- Used Eclipse IDE and C++ to code on digital circuit board and construct gameplay program and UI.

Sep. 2011 - Dec. 2011

## Personal Projects

### Flashblack

#### Tools programmer/ Producer

- Implemented a cross-platform PC game by Unity and C# within 48 hours and under theming restriction for Global Game Jam 2015.

Jan. 2015  
(Pittsburgh, PA)

## Experience

### DJ Health Union Systems Corporation

#### Assistant Engineer

- Project leader of hospital management KPI system's development based on Java.
- Designed system structure, defined searching functions based on SQL and Java.

Jul. 2012 - Jul. 2013  
(Shanghai, China)

## Honors & Awards

### Winner - Microsoft Student GameOn Contest

#### Programmer, Team Baby Baby Baby OHHHHH!!!

- A Kinect-based Unity3D-built game to protect the baby from getting injuries from threats near her.
- Implemented most part of gameplay and lives/replay system.

Feb. 2015  
(Pittsburgh, PA)

### Semifinalist - Disney Imagineering Competition

#### Imagineer, Team Illusionists

- Designed a transportation system that utilizes capsules with Tokyo's public metro system and sets out to solve the traffic problems in a Disney fashion.

Jan. 2015  
(Pittsburgh, PA)

## Skills:

Java  
C#  
C/C++  
JavaScript  
Verilog  
VHDL  
Assembly  
Unix Shell  
SQL  
GLSL(shader)  
python

## Platforms:

Kinect  
Oculus Rift  
Play Station Move  
Android  
Makey Makey  
Organic MoCap

## Software:

Unity 3D  
Eclipse  
Visual Studio  
Photoshop  
AfterEffects  
Premier  
RPG Maker  
Tortoise SVN  
Perforce  
Git

## Relevant

## Coursework:

### (CMU)

Computer Graphics  
Building Virtual Worlds

### (NTU)

Artificial Intelligence  
Software Engineering  
Virtual Reality  
Digital Visual Effects  
Data Structure  
Algorithm  
Database System  
Computer Structure  
System Programming  
Game Theory  
Digital Image Processing