Chenchen Tan (Ava)

+1(213) 820-2362
chenchet@andrew.cmu.edu
7975 Canada Ave, Orlando, FL
https://www.chenchentan.com/

EDUCATION

Carnegie Mellon University, Entertainment Technology Center
Master of Entertainment Technology
Pittsburgh, PA (Expected Graduation: May 2020)

University of Southern California, Viterbi School of Engineering
B.S. Biomedical Engineering; B.S. Electrical Engineering
Los Angeles, CA (Graduation: December 2017)

WORK EXPERIENCE

Universal Creative — *Advanced Technology Interactives Intern*
Orlando, FL (January 2020 - present)
• Design and write design documentation for unannounced projects in the creative development phase
• Build prototype mockups and applications on Unreal Engine
• Research, analyze and assist in further development technologies
• Prepare and assist with vendor demonstrations

Dorian — *Game Design Intern*
San Francisco, CA (May 2019 - August 2019)
• Designed an interactive narrative mobile game and developed fast prototypes in Unity for usability testing
• Iterated and implemented the new features after conducting audience research aimed at understanding user behaviors and market research to analyze reference narrative games
• Created design documentation, progression design, and A/B test requirement with Executive producer

Newway Technology (US), Inc — *Electrical Engineer*
Los Angeles, CA (February 2018 - June 2018)
• Developed test plans, and created test procedures for ophthalmic diagnostic products; Developed system integration sequence and validated process for a tested module
• Assembled and tested an optical module and optomechanical and electro-optic prototypes

ACADEMIC PROJECTS

Reinforcement Learning in Game Character
Redwood City, CA (August 2019 - December 2019)
• Researched and developed prototypes of the behaviors of non-player characters (NPCs), using the Unity ML-Agents,to prove that reinforcement learning can be a useful tool in game design
• Led an agile project by hosting daily scrum meeting to align on ideations and communications with the client, Google Stadia

Virtual Reality Training Simulator
Pittsburgh, PA (January 2019 - May 2019)
• Designed and developed a VR training prototype for a metal Additive Manufacturing (AM) machine in Unity with a team of six
• Iterated on creative solutions to provide instructional support for operating the metal 3D printing machine
• Led and coordinated with interdisciplinary partners, set priorities and problem, and solved design challenges
• Updated development blogs and blacklog, and maintained a clear communication with the client, Next Manufacturing Center

Ticket+: Java Web Service Development – Event Search and Ticket Recommendation
Pittsburgh, PA (March 2019 - May 2019)
• Designed and built an interactive web page for users to search for events and purchase tickets with HTML, , and JavaScript; deployed server-side to Amazon EC2
algorithms (content-based recommendation) to implement business recommendation
• Created Java servlets with RESTful APIs to handle HTTP requests and responses
• Used MySQL to store real business data (price, location, category, etc.) and migrated to NoSQL database (MongoDB) for better scalability

SKILLS

Programming

C#	JavaScript
C++	HTML
Python	CSS
Java	React
Java Servlet	

Tools

JIRA	Logic Pro
Maya	Premiere Pro
Sketch	Photoshop
Unity	After Effect
MySQL	Audition
MongoDB	MATLAB

Soft Skills

Product Management
Project Management
Problem Solving
Client Communication
Research & Documentation
Customer Analysis
Agile / Scrum Methodologies