

# Shan Jiang

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## EDUCATION

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**Carnegie Mellon University**, Pittsburgh, PA

Anticipated May 2023

*Master of Entertainment Technology*

**Mount Holyoke College**, South Hadley, MA

May 2021

*Bachelor of Arts in Computer Science and Interactive Media, GPA: 3.92*

**Honors/Awards:** Sarah Williston Scholar, Mildred L Sanderson Prize for Math Excellence

## SKILLS

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**Management:** Perforce, Github, Jira, Trello, Slack, GSuite, Microsoft Office, Confluence

**Programming:** Java, C# (Proficient), C, JavaScript, Python, Kotlin (Familiar), Elm, C++, JSON, Git (Experience), macOS, Windows, Linux, Unix, OpenGL

**Creative:** Unity, HoloLens2, Oculus, Blender, Adobe Xd, Photoshop, Lightroom, Premiere Pro, After Effects

**Languages:** Chinese (Native), English (Proficient), Japanese (Advanced)

## RELEVANT PROJECTS

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[Embrace](#), Carnegie Mellon University

Jan 2022 - Present

- Designing a multi-player immersive interactive experience to educate people about cultural humility
- Overseeing project execution through GSuite, Slack, Perforce, leading daily scrum and weekly meetings, and managing project milestones and scope
- Collaborating within six-person interdisciplinary team and communicating with outside clients

[Building Virtual Worlds/Visual Story](#), Carnegie Mellon University

Sep - Dec 2021

- Designed, prototyped, and produced five AR/VR worlds with HoloLens2, Oculus Quest 2, and CAVE in Unity
- Implemented XR interactions and assets in C# in collaboration with 20 programmers, artists, and sound designers through Perforce and Slack over 14 weeks and play-tested with over 30 guests
- Directed, produced, shot and edited an interactive film and two traditional with an interdisciplinary team of five

[Cosmia Cosmic Solitaire](#), Fay Games

Sep 2019 – Dec 2019

- Collaborated with 30 students to develop and publish a Unity game on iOS and Android in 13 weeks
- Oversaw game execution through GitHub, Unity Cloud, and Trello and monitor version control through Git
- Led 6 programmers, designed cross-team pipelines and developed Technical Design Document
- Optimized graphics rendering, implemented UI, and conceptualized gameplay elements with the lead designer

## PROFESSIONAL EXPERIENCE

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[Mobile Software Engineer Intern](#), Psychic VR Lab

May – Jul 2021

- Prototyped STYLY's first iPad app that allows users to build and preview AR/VR worlds in collaboration with PM
- Integrated runtime transform handler, AR camera, touch control and save/load system for each world in C#

[XR Feature Intern](#), Unity Technologies

Jun 2020 – Sep 2020

- Implemented and shipped samples with new augmented reality features in the Unity engine with C#
- Collaborated with engineer leads to identify, solve, and present user problems in ARFoundation toolkit
- Participated in design reviews, code reviews, bug fixing, user forums, and feature planning in Jira and Confluence

[Police Use of Force Research Assistant](#), B.E.A.R.S Lab at Mount Holyoke College

Sep 2019 – Mar 2020

- Maintained and modified Unity virtual reality programs in C# to examine racial bias in police officers
- Streamlined pupil diameter changes in Java and XML for efficient big data evaluation on eye tracking

[Women in Game Programming Teaching Assistant](#), Hampshire College

Sep 2019 – Dec 2019

- Mentored 20 interdisciplinary students with game programming code review in C# and debugging help in Unity
- Researched, analyzed and presented issues facing women and other underrepresented groups in the game industry

## LEADERSHIP

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*Computer Science Society Community Team Member*, Feb 2019 – Dec 2020

*Student Speaker for Society for Cinema and Media Studies Undergraduate Conference*, Apr. 2019