

Shitong Shen

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center
Master of Entertainment Technology

Pittsburgh, PA
Expected May 2020

University of Pennsylvania, School of Arts and Science
B.A. Computer Science & Fine Arts

Philadelphia, PA
May 2018

Selected coursework: Programming Language & Techniques I & II, Database & Information Systems, Android App Development, Software Design, Computer Graphics

SKILLS

Computer: Java, C, C++, C#, Python, Go, Android Studio, SQL, MongoDB, HTML/CSS, JavaScript
Language: Proficient in English, French, and Chinese; Intermediate Spanish; Conversational Japanese
Design/Animation: Adobe Photoshop, After Effects, Premiere, Indesign, Illustrator, Autodesk Maya, Zbrush, 3D Studio Max, Substance Painter 2, Invision
Game Engines: Unity, Unreal Engine 4

EXPERIENCE

Software Engineering Intern

Pittsburgh, PA Summer 2019

Uber ATG, Simulation Team

- Designed, made prototypes, and implemented features of a powerful visualization tool for self-driving vehicle simulation using Unreal Engine 4 and C++
- Expanded Unreal Engine's source code to add new features and optimize performance
- Organized user needs, wrote a comprehensive Product Requirement Document and a Technical Design Document that specified the design of the visualization tool

Android Development Intern

Boston, MA Summer 2018

DeFrame Inc.

- Developed the Android version of the company's main product: a museum experience enhancing app
- Managed databases and implemented 80% of the features from the app's alpha version
- Contributed to the UX design of the app flow

Programmer, UX Designer & Modeler

Los Angeles, CA Summer 2016 - Spring 2017

University of Southern California GamePipe Lab VR RTS Game Project "Arkology"

- Wrote tools and support features in Unity 3D
- Responsible for improving the user experience by adding visual feedback
- Designed, modeled, and textured game assets such as spaceships, planets, drones, and missiles

ACADEMIC PROJECTS

Artificial Intelligentsia, Programmer & Interaction Designer

Pittsburgh, PA Spring 2019

Mobile game that demystifies AI through episodic interactions, each highlighting an ethical dilemma

Researched and designed scenarios with tailored gameplay to highlight common AI moral issues
Responsible for gameplay mechanics, technical art, and back-end data collection

Technology: C#, Unity, Android, iOS, Invision

Building Virtual Worlds, Programmer & Designer

Pittsburgh, PA Fall 2018

A semester of 2 week sprint VR/AR game projects working in groups of 5

Challenged to design and program with the latest interactive technologies

Gained skills in fast prototyping, team communication, Agile development, and leadership

Technology: C#, Unity, HTC Vive, Oculus Rift, Leap Motion, Maya, Meta 2