

Tianheng Sun

610-392-5285 • tianhens@andrew.cmu.edu • www.tianhengsun.com

Objective	To obtain an internship as an 3D artist for Summer 2020.	
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Education	Carnegie Mellon University , Entertainment Technology Center (ETC) Master of Entertainment Technology	Pittsburgh, PA May 2021
	Lehigh University , Bethlehem, PA Bachelor of Science in Electrical Engineering Honors: Dean's List Harold J. Horn Prize (The highest-ranking junior in Electrical Engineering)	August 2015 - May 2019 Overall GPA: 3.74

Skills	Art Software: Maya, Substance Painter, Zbrush, Adobe Premiere, Adobe Photoshop, Adobe After Effects Technical Software: Unity, Microsoft Office Suite Art Classes: Sketch, Watercolor Painting, Color Pencil Painting, Oil Painting, Chinese Calligraphy, Traditional Chinese Painting Programming: Python, Java, Arduino, MATLAB, SQL Language: Chinese, English, Japanese	
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Projects	Building Virtual Worlds, Artist, ETC <ul style="list-style-type: none">Design five interactive experiences or games within one to two week cycles and collaborate with teams of artists, programmers and sound designersCreate characters and environment from 2D design, 3D modeling, texture, rigging to the final animations by utilizing Maya, Substance Painter and Z-brushImplement and refine models of characters and environment in UnityEfficiently communicate and organize ideas with teammates and professors	Fall 2019
	The Rescue Robot, Programmer, Lehigh University <ul style="list-style-type: none">Realized people recognition using Caffe framework models written in Python.Implemented R/C remote control and autonomous mode with obstacle avoidance algorithm with the assistance of ultrasonic sensor on Raspberry Pi and ArduinoSynthesized robot movement with the speaker with people recognition mechanism written in Python	August 2018 - May 2019
	Renewable Generations Research, Electrical Engineer, Lehigh University <ul style="list-style-type: none">Researched the topic of large-scale wind power generationsBuilt wind generation attack models and analyzed graph by using MATLAB and SimulinkSynthesized the work progress into one publishable IEEE standard paper and presented at symposium	May 2018 - May 2019

Experience	Internship in Production Industry, Aoi Pro. Inc, Tokyo, Japan <ul style="list-style-type: none">Self-taught on Adobe software and created motion graphics and short videos for business usesFilmed interview videos and cut them into short VCRsShot photos and edited them to share on the official Instagram account	Jul 2018 - Aug 2018
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Leadership	Lehigh Peer Tutor, Lehigh University <ul style="list-style-type: none">Offered weekly group tutoring on computer engineering to 6-8 students.Organized the course material and make every session productive.	Sep 2017 - May 2018
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Activities	Member of Institute of Electrical and Electronic Engineers (IEEE) Sep 2016 – Present	Sep 2016 - Present
	Member of Chi Chapter of Eta Kappa Nu, IEEE Honor Society	Nov 2016 - Present