

Tingru(Tina) Lian

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Education

CARNEGIE MELLON UNIVERSITY

MASTER OF ENTERTAINMENT TECHNOLOGY

📅 Aug 2022 - Expected May 2024

BOSTON UNIVERSITY

BS IN COMPUTER ENGINEERING

BA IN PSYCHOLOGY

CE Concentration

- Technology Innovation
- Machine Learning

📅 Sep 2018 - May 2022

Coursework

Artificial Intelligence

Machine Learning

Programming for Data Science

Technology-based entrepreneurship and business

Game design and development

Skills

PROGRAMMING

MATLAB • Python • C/C++ • Unity

MISCELLANEOUS

Adobe Premiere pro/rush • Tableau •

Microsoft Office • Git

Honors

IEEE-HKN

International honor society of the Institute of Electrical and Electronics Engineers

PSI CHI

International honor society in psychology

Leadership

BU OVERARCHING EXECUTIVE COUNCIL FOR RESIDENCE HALL ASSOCIATION

President, Director of Marketing

📅 2019 - 2022

BU SOCIETY OF WOMEN IN ENGINEERING

Secretary, Membership Development Chair

📅 2019 - 2021

Internships

BRAINCO

ASSISTANT TO THE PRODUCT DIRECTOR

PROSTHESIS TECHNICAL DEPARTMENT

📅 Sep 2020 - Jan 2021

📍 Shenzhen, China

- Collected and recorded the EMG signal process of the upper limb prosthesis making process
- Observed and studied ideas and principles of the prosthesis's design, and then assisted in compiling product definition
- Organized and conducted survey of users' needs, product using effects and market competition for product optimization

BORN GLOBAL

INTERN, ALCHEMIST GARDEN DEPARTMENT

📅 Jun 2020 - Aug 2020

📍 Remote

- Conducted research on types and usage of plants, analyzed collected data for optimizing operation
- Collaborated with team members to design the game

Projects

GAMES FOR CHANGE 2022 - SIX SENSES

PRODUCER, PROGRAMMER

📅 Jul 2022

📍 NYC

- Use Magic Leap 1 to simulate schizophrenia symptoms in an authentic and respectful way to foster understanding and empathy.

BUILDING VIRTUAL WORLDS

PRODUCER, CO-PRODUCER, PROGRAMMER FOR FIVE ROUNDS

- Plan schedules, arrange meetings, take notes
- Design and implement VR, AR and 3dRudder games using Unity

Research Experiences

THE SENIOR DESIGN PROJECT: SWINGON

BOSTON UNIVERSITY, SUPERVISOR PROF PISANO, PROF OSAMA

📅 Sep 2021 - May 2022

- Research and analyze on customer needs, coordinate between each team member, make detailed plans, schedules and flowchart to ensure the project meet the client's requirements
- Execute the video image processing of the body joint detection using machine learning and provide statistical analysis and visualization for consistency of user's golf swing

COMPUTATIONAL NEUROSCIENCE VISION LAB

BOSTON UNIVERSITY, SUPERVISOR PROF. ARASH YAZDANBAKSH

📅 May 2021 - Present

- Use Deep Learning algorithm, visualization and image processing for Autism Spectrum Disorder detection
- Trained images for superficial and deep white matter for both control and ASD respectively using CNN in MATLAB.

DATA VISUALIZATION USING PYTHON

MIT, SUPERVISOR PROF. MARK VOGELSBERGER

📅 Jul 2021 - Sep 2021

- Study the series of data retrieval and exploration with Python. Conduct research using Pandas and Matplotlib's operations