YILIN (Gus) FAN

Email: fanyilindlut@gmail.com
Tel: 412-638-1660
Website: www.yilinfan.com/

OBJECTIVE

Seeking a full-time position as a Programmer

EDUCATION BACKGROUND

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
  Master of Entertainment Technology, May 2014
  Relative Coursework: Introduction to Computer System, Computer Graphic, BVW, Visual Story, Improv.
Dalian University of Technology, Software Institute, Dalian, China
  Bachelor of Science, Software Engineering, June 2012

SKILLS

Computer Skills: C/C++/C#, JAVA, JavaScript, HTML, PHP, SQL, OpenGL
Software: Unity 3D, Perforce, Visual Studio, SQL Server

WORK EXPERIENCE

Programmer Intern
University of Pittsburgh   **Summer 2013**
- Designed and developed website for UPMC on Mental Health survey which aims to help mental health provider track teenagers' mental behavior constantly and regularly.
- Programmed on backend with PHP and SQL, including questionnaire generation, automatic grading and reservation tracking, etc.
- Involved in frontend development with HTML and JavaScript and AJAX.

ACADEMIC PROJECTS

Team ACE project – Programmer and co-producer   **Spring 2014**
- Designed and developed a prototype for WMS with Unity3D. (Under NDA)
- Programmed on **Android** tablet (client side) with Unity3D, mainly focused on user interface.

Pittsburgh Challenge project -- Programmer   **Fall   2013**
- Designed and developed a social mobile game in which player can undertake missions associated with Pittsburgh people, places, events and experiences.
- Programmed on backend with PHP and SQL, mainly focused on GPS check-in, multiple location boundary programming (convex hull) and achievement system.

DARPA project -- Programmer   **Spring 2013**
- Involved in developing a browser educational game **Helios** with impact engine using JavaScript. Mainly responsible for inquiry level. http://www.etc.cmu.edu/projects/impact/?page_id=18.
- Involved in optimizing another game **Rumble Block**, adding lens features and inquiry levels into game. rumbleblocks.etc.cmu.edu
- Helped extended animation API of impact game engine for **Helios**.

ETC-Building Virtual Worlds -- Programmer   **Fall   2012**
- Designed and prototyped five games, on average each within 2 weeks, on team of 4.
- Programmed game mechanism and interaction using Unity 3D, PS Move, Kinect, etc.

Medical Sensors of Body Pulse -- Undergraduate Research Programmer   **Oct. 2010 – Apr. 2012**
  Dalian University of Technology and Harbin Institute of Technology
- Involved in this national project which aims to gather health data by regular pulse testing and establishing individual health website by distributing storage and calculation.
- Worked on the establishment of distributed server and database in Hadoop system and backend programming.

SOCIAL & EXTRACURRICULAR ACTIVITIES

01/2013   Participate in **Global Game Jam** and won the best artwork prize