

Yuanqin Fan

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EDUCATION

Carnegie Mellon University (Entertainment Technology Center)

Master of Entertainment Technology (MET)
Expected Graduation Date: May 2022

Pittsburgh, PA, United States

Aug 2020 – Present

University of California, Irvine (School of Information and Computer Sciences)

Bachelor of Science: Computer Science (Game Development)

Irvine, CA, United States

Aug 2015 - May 2019

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, C#, C++; Frameworks: React, Node.js
Technologies: Git, Unity3D, MATLAB, DBMS(MySQL, MongoDB), Perforce

WORK EXPERIENCE

Datamimo LLC.

Data Science Intern

Palo Alto, CA, United States

Aug 2019 - Nov 2019

- Utilized Python to handle web crawling tasks of fetching real estate dataset from an online database.
- Applied data cleaning on the raw data by Python Pandas Library for further analysis and processing.
- Performed data visualization of information about real estate's dataset using Matplotlib and Seaborn.
- Built the regression models by Python NumPy package to make the prediction on local housing prices.

SELECTED PROJECTS

Building Virtual Worlds: Game projects with rapid prototyping based on *Unity 3D*

Sep 2020 – Present

- Implemented algorithms of the core gameplay mechanics by using C# in unity 3D engine.
- Designed user interface and structured whole game flow to improve our player's experience.
- Developed five projects with different topics, platforms and interactions in rapid prototyping.
- Collaborated across diverse roles in team and made game prototypes effectively under pressure.

Todoist (Task Manager): Web-App Project based on *ReactJS*

Mar 2019 – Jun 2019

- Implemented the UI and main features of the Todoist Dashboard using ReactJS.
- Configured and registered this App with Firebase(Database) to store the user data.
- Applied React Testing Library to create the full coverage unit & integration tests.
- Styled the whole application by SCSS and followed the BEM naming methodology.

3D Reconstruction: 3D reconstruction from 2D images based on *MATLAB*

Mar 2018 – Jun 2018

- Build meshes by MATLAB based on object images from different positions.
- Cleanup meshes by using technique of thresholding distances and hole filling
- Aligned the meshes by implementing Iterative closest point (ICP) algorithm.
- Applied Poisson reconstruction to take care of combining the aligned meshes.

Multiplayer PONG: Multiplayer Game Systems based on *C++*

Dec 2017 – Mar 2018

- Developed an online game server based on C++ and acts as a centralized server.
- Worked with team members to develop PONG game logic in html and JavaScript.
- Utilized WebSocket to build two-way communication between server and clients.
- Implemented latency mitigation techniques to improve players' game experience.

HONOR & AWARDS

- Undergraduate Dean's Honor List (2015) - University of California, Irvine
- Dean's Certificate of Recognition Award (2017) – UCI International Peer Group (IPG)