

Yutian Zheng

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Seeking a 2018 summer internship in software engineering

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC) | Pittsburgh, PA

Master of Entertainment Technology

May 2019

Relevant Courses: Building Virtual Worlds, Visual Story, Improvisational Acting

Nankai University | Tianjin, China

Bachelor of Engineering in Software Engineering

Sept 2013–Jul 2017

Relevant Courses: Software Engineering, Object-oriented Methodology, Data Structure and Algorithmic Design, Digital Signal Processing, Operating System Principles

SKILLS

Programming Languages: Java, C++, C, C#, Python, HTML, SQL

Software: Unity, Visual Studio, Eclipse, Qt, Android Studio, MATLAB, Visual Paradigm, Rational Rose, Axure, Wireshark, Adobe Audition, Logic Pro X, Adobe Premiere

INTERNSHIP EXPERIENCE

Intern Programmer, Chinasoft International | Tianjin, China

Jul–Aug 2015

Programmer, game designer, and UI/UX designer for Android mobile card games

ACADEMIC PROJECTS

Producer and Sound Designer, Building Virtual Worlds | ETC CMU

Aug–Dec 2017

- Designed and developed fully implemented projects in 2 weeks in teams of 4–5 using various platforms (i.e., Microsoft HoloLens, HTC Vive, FOVE, Omni, Oculus)
- Developed teamwork and rapid prototyping and iteration skills

“Grapheme-to-Phoneme Based Prognosis of English Proper Nouns”

Jan–Jun 2017

- Predicted the pronunciation of more than 100,000 English proper nouns with a joint-sequence model by using Python, C++ with NumPy, Visual Studio, and SWIG

“Prediction of Online Product Sales Based on Image Emotion Analysis”

Apr 2015–Apr 2017

- Led research team as part of the National Undergraduate Training Program
- Established a mathematical model revealing the relationship between marketing images and product sales by image emotion and data analysis