

EDUCATION

- **Carnegie Mellon University** Pittsburgh, U.S.
Master of Entertainment Technology, Entertainment Technology Center Aug. 2017 – May. 2019 (Expected)
- **Tsinghua University** Beijing, China
Bachelor of Engineering, Department of Computer Science and Technology Aug. 2013 – July. 2017
- **Tsinghua University** Beijing, China
Bachelor of Digital Media Art and Technology, Department of Information Art and Design Sep. 2014 – July. 2017

SKILLS

Programming Languages : C, C++, C#, Java, Python, R, Ruby, Scala, Javascript, HTML, SQL

Game Platforms : HTC VIVE, Hololens, Kinect, Oculus Rift

Softwares and Tools : Unity, Qt, Visual Studio, Adobe After Effect, Adobe Premiere, Microsoft Office

PROJECTS EXPERIENCES

- **THUPOST Second-hand Trading Website** Mar. 2016 – Jul. 2017
Tsinghua University Project Leader, advised by **Prof. Jie Tang**
 - A pitch project by three team members. Built the system from scratch and developed both front-end webpages and back-end facilities for second-hand trading and exchange on campus using Ruby on Rails. Took charge of its production and maintenance.
- **Real Color Scheme** Jul. 2016 – Jul. 2017
Tsinghua University Project Leader, advised by **Prof. Lifeng Sun, Feng Xian**
 - Real Color Scheme is an interactive system to help painters have better sense of color and simplify the process of color mixing. It contains an Android mobile application to extract main color scheme of a picture, and a Arduino prototype of auto pigments mixer, which receives color data chosen on the App and drops the pigment in exact color by mixing 5 basic colors(CMYK+W) in precise proportion.
 - Proposed the idea, developed the Android Application from scratch, implemented the color scheme extraction function and created the auto pigment mixer prototype with Arduino.

RESEARCH EXPERIENCES

- **Fast Deployment for Autolab Project** Summer 2016
AutoLab, Carnegie Mellon University Research Assistant, advised by **Prof. David O'Hallaron**
 - Achieved a one-click installation of Autolab Project (a complex auto-grading Internet service) on both local VMs and real servers with Docker, which made the deployment of Autolab simple and seamless for remote users.
- **Biological Network behind Kawasaki Disease** Summer 2015
Ling Lab, Stanford University Research Assistant, advised by **Prof. Bruce Xuefeng Ling**
 - Participated in study design. Took charge of data pre-processing as well as global gene expression analyses with false discovery analysis and R square statistic. Achieved a valuable discovery of gene sets related to Kawasaki Disease.
 - **Publication:** *Unique Molecular Patterns Uncovered in Kawasaki Disease Patients with Elevated Serum Gamma Glutamyl Transferase Levels: Implications for Intravenous Immunoglobulin Responsiveness* , accepted by PLOS ONE.
- **Reviewer-recommend System** Mar. 2016 – Jul. 2017
Knowledge Engineering Group, Tsinghua University Research Assistant, advised by **Prof. Jie Tang**
 - Independently developed a website to help recommend paper reviewers to editors in a conference based on the data and APIs of Aminer Academic Social Network System. Implemented front-end website user interfaces as well as back-end web services such as paper keyword extraction, recommendation methods and data accesses.

- **Building Virtual Worlds (Course Project)**

ETC, Carnegie Mellon University

Programmer, advised by Prof. Jesse Schell and David Culyba

- **The Clock:** A VR room escape game developed with HTC VIVE. The guest needs to use the clock to travel among different points of time in the near past and solve the puzzles by bringing the right items into the right time point and space, in order to help the hero escape the room before the murder.
- **Fantastic Forest:** An AR interactive game developed with Microsoft HoloLens. The guest can interact with three mysterious talking animals by air tapping, spacial dragging, voice controlling and gazing, to get clues of the location of the ancient treasure, and find it in the fantastic forest.
- **The Cutout:** A multiplayer game developed with Kinect. Guests are gingerbread men in a factory. They need to do the specific poses to fit the cutouts on the moulds, and race against each other to reach the end to be delivered.
- **Alex's Wonderful Adventure:** An interactive story telling game developed with CAVE. The guest is the little witch Alex who needs to save her grandma by finding the elixir. Alex should use her real magic broomstick to fly and deal with different problems to become a real witch.
- **Nian is Comming:** A multiplayer game developed with Oculus Rift. In the background of the ancient legend of Spring Festival in China, guests are two brave kids fighting against monster Nian. The sister will sit on a big dragon kite and throw fireworks to explode Nian above the sky while the brother will flies the dragon kites to guide his sister around the arena.