TENGHAO WANG

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OBJECTIVE

To obtain an internship opportunity for technical artist position in the game industry which I will act as bridge between the artists and programmers working on a game.

SOFTWARE SKILLS

3DSMax®, Maya®, Zbrush®, Unity 3D®, Photoshop®, Aftereffect®, Visual Studio®

CORE SKILLS

3D Modeling, Sculpting, Texturing, Rigging, Lighting, Rendering, Animation, Shader Programming, Stereoscopic

EDUCATION

Master of Entertainment Technology, Carnegie Mellon University, Expected May 2016

MS in Electrical and Computer Engineering, Purdue University, June 2014

BS in Electrical Engineering, Nanjing University of Aeronautics and Astronautics, June 2012

WORK EXPERIENCE

Purdue University Calumet, Hammond, Indiana, August 2012-June 2014

Graduate Assistant, Center for Innovation through Visualization and Simulation

- Assisted with computer programming and modeling for various projects at the center
- Collaborated with research team to meet project goals and deadlines

RESEARCH/PROJECT EXPERIENCE

(For more projects information, please visit my portfolio: www.tenghaowang.com)

***Partnership with Hammond Academy for Science Technology (HAST) Students,* September 2013-May 2014**

- Led the HAST students who will work in teams to design and develop solutions to technical problems.

***Augmented Reality Programming:* Instructor John Moreland, Summer 2013**

- Develop mobile device application using iPhone SDK and Metaio SDK
- Research best practices and preferred methods for Mobile AR application development

***Visualization of Flue-Gas Desulfurization*: Professor Chenn Q. Zhou, March 2013-December 2013**

- Manage "Visualization of Flue-Gas Desulfurization (FGD)" project, specifically modeling components
- Build models based on blueprint provided by NIPSCO and Bentley Company
- Create training package containing both FGD and Boiler parts, based on NIPSCO No.14 Unit to be implemented by NIPSCO for the real-time simulation of most important operations

***Virtual Blast Furnace Training Software*: Professor Chenn Q. Zhou, August 2012-June 2013**

- Led "Virtual Blast Furnace Training System" project, concentrated on Modeling and Programming.
- Built models based on blueprint provided by U.S. Steel
- Worked independently to realize all functions through C sharp and JavaScript in Unity®
- Submitted software to client (U.S. Steel) that will be used for training; Software will be published soon

***Visualization of New Design Stave*: Advisor Bin Wu, April 2013- May 2013**

- Managed "Visualization of New Design Stave" project and supervised two other researchers
- Concentrated on Modeling and Animation
- Worked with Berry Metal Company to design final video script
- Premiered video at Association for Iron and Steel (AIST) Conference in Pittsburgh to promote new product

***Reality University Simulator*: Advisor John Moreland, February 2013- March 2013**

- Participated in "Reality University Simulator" project
- Concentrated on programming (UI design and game functionality); Utilized C sharp and JavaScript
- Used by African American Student Achievement Council to motivate students in education and careers

CERTIFICATIONS /AWARDS

- Purdue Student Research Day Graduate Oral Presentation (2014) 1st Place- Purdue University, 2014
- Purdue Student Research Day Graduate Oral Presentation (2014) 3rd Place- Purdue University, 2014

Reference link: http://webs.purduecal.edu/studentresearch/files/2009/07/SRD_Awardees1.pdf