

YANG WANG

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EDUCATION

Carnegie Mellon University - Entertainment Technology Center 2016-2018
Master of Entertainment Technology, Pittsburgh, PA

Sun Yat-sen University - School of Software 2011-2015
Bachelor of Software Engineering, Guangzhou, China

SKILLS

- Unity 3D , C#
- HTC Vive
- Cocos 2D , Lua
- C/C++

EXPERIENCE

4399.com, Guangzhou, China Jul 2015 to May 2016

Gameplay Programmer, "Tiantian Hunter" , Mobile Game, Unity 3D, C#

- Created StoryScene system to improve story mode dialogue. The system provided configuration for camera movement sequence and character motion sequence.
- Built a two-dimension UI grid system to replace the one-dimensional version, improve development speed and flexibility.

TianTuo Company, Guangzhou, China Nov 2014 to May 2015

Gameplay Programmer (Intern), "Tiny Empire" , Mobile Game, Cocos 2D, Lua

- Created patrolling soldier in main scene using random generation algorithm.
- Implemented wordfilter using Lua's pattern matching.

Tencent (Shenzhen) Technology, Shenzhen, China Jul 2014 to Sep 2014

Server Engineer (Intern), "WeGroup" , Instant-Messaging Software, Linux, C++

- Implemented MD5 comparison, saved data traffic for group member checking by 90%.

PROJECTS

Building Virtual World, ETC, Programmer, Producer, Sound Designer Fall 2016

- Worked with team of 5 to create 5 experiences in 2 weeks, using multiple platforms, including Unity 3D, Microsoft HoloLens, HTC Vive, Oculus VR, Leap Motion, Google Tango.
- Implemented gameplay programming, including level system, cutscene system, collision detection, UI programming.
- Implemented lighting and visual effect.

Space Musketeer, One-person Project Fall 2015

- Created an iOS multiplayer online topdown shooting game including gameplay programming and game design.
- Implemented network system, network synchronization physics, character shader, character animation controller, character state machine, particle effects, UI programming, server programming, persistent data storage.
- Published on App Store China.

Galaxy, Tiantuo Intern Project Nov 2014

- Worked with team of 5 to create a mobile game in 10 weeks, using Cocos 2D and Lua.
- Implemented front-end UI programming, animated battle, finite state machine for battle.