

# Brian Lin

## Software Developer

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## EDUCATION

### Carnegie Mellon University

#### Entertainment Technology Center

Pittsburgh, PA.

May 2016

Master of Entertainment Technology

### National Taiwan University

Taipei, Taiwan

Jun. 2013

Bachelor of Electrical Engineering

### Relevant Courses

Artificial Intelligence, Compiler Design, Computer Graphics, Machine Learning, Digital Visual Effects, Improv

## SKILLS

### Programming

C/C++

C#

AngularJS/NodeJS/HTML/CSS

Shell scripting

Lua

Python

### Softwares

CoronaSDK

Git

Perforce

MATLAB

Unity3D

### Hardwares

Oculus Rift

Kinect

PlayStation Move

## AWARD

2015 Amazon Intern Hackathon 1<sup>st</sup> Place  
(Game/App Track)

## EXPERIENCES

### CMU, Pittsburgh, PA

#### Building Virtual Worlds Pipeline TA

Sep. 2015 – present

- Managed and configured platforms used in Entertainment Technology Center's cornerstone class, Building Virtual Worlds
- Platforms included Kinect, Oculus Rift, LeapMotion, Google Tango
- Held a workshop for Perforce

### Amazon, Seattle, WA

#### Software Development Engineer Intern

May 2015 – Aug. 2015

- Worked under Unified Communications Team
- Designed and developed internal video conference tool

## PERSONAL PROJECTS

### Global Game Jam, Pittsburgh, PA

#### Programmer

Jan. 2015

- Created the game "Mind. Blown." within 48 hours in a team of 5 in the 2015 Global Game Jam

### Q&A Studio, Taipei, Taiwan

#### Programmer

Feb. 2013 – Jul. 2013

- Built apps using Lua and CoronaSDK
- Experimented on different forms of mobile advertisements to increase their conversion rates
- Connected with several companies for collaboration

## ACADEMIC PROJECTS

### Play4Life, CMU ETC, Pittsburgh, PA

#### Programmer

Jan. 2015 – May 2015

- Created an interactive exhibit for a children's museum targeting 2-4 year-olds that encouraged physical activity
- Utilized a top-down projector and Kinect to track the children
- Implemented the characters' behavior and glass effects in Unity

### Building Virtual Worlds, CMU ETC, Pittsburgh, PA

#### Programmer, Producer, Props Maker

Sep. 2014 – Dec. 2014

- Developed and iteratively refined interactive experiences every 2-3 weeks with new platforms and multidisciplinary teams
- Coordinated time schedules between team members and monitored the progress of projects

## LABORATORY EXPERIENCE

### Taiwan Evolutionary Intelligence Lab, NTU, Taipei, Taiwan

#### Term Project Partner

Sep. 2012 – Jun. 2013

- Evolved a computer Gomoku player using genetic algorithm
- Detected and recognized faces from a photo