

Eric R. Chang

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Education

Carnegie Mellon University Entertainment Technology Center <i>Masters of Entertainment Technology</i>	Pittsburgh, PA May 2015
Carnegie Mellon University <i>Bachelor of Computer Science</i> Minors: Mathematical Sciences, Physics	Pittsburgh, PA May 2013 GPA: 3.64/4.00

Skills

Tools: Unity, Eclipse, Perforce, JIRA, Jenkins, Microsoft Office
Programming Languages: C, C#, Python, Java, MATLAB, Standard ML, CUDA, OpenMP, MPI

Academic Projects

TF-CBT: Triangle of Life , Entertainment Technology Center, Pittsburgh, PA	Spring 2014
<ul style="list-style-type: none">Worked with an interdisciplinary team of seven to ship an educational mobile game for Allegheny Health NetworkDesigned and programmed the game as Lead Programmer using Unity and C#	
Building Virtual Worlds , Entertainment Technology Center, Pittsburgh, PA	Fall 2013
<ul style="list-style-type: none">Worked with randomly assigned interdisciplinary teams of five from diverse backgroundsIterated rapidly to create new games every two weeks or less using Unity and PerforceDeveloped games for a variety of platforms including Kinect, Oculus Rift, PS Move, Cave, and Eyegaze EyetrackerLed teams as lead programmer, game designer, level designer, writer, and producer	
Parallelizing Edmonds' Blossom Algorithm , Carnegie Mellon University, Pittsburgh, PA	Spring 2013
<ul style="list-style-type: none">Proposed, designed, and programmed a parallel implementation with a partner using OpenMPSubmitted a proposal, checkpoint report, final report, and presented our findings before judgesCreated a simple website to describe our project and give up-to-date schedules and progress	
Python Style Evaluator , Carnegie Mellon University, Pittsburgh, PA	Fall 2011
<ul style="list-style-type: none">Implemented a Python style grading tool for use by course staff in a team of fourPrepared and submitted a proposal, progress report, and final report following a Gantt chart	
Proxy Lab , Carnegie Mellon University, Pittsburgh, PA	Fall 2011
<ul style="list-style-type: none">With a partner, used C to implement a working proxy server that handled GET requests for HTTP/1.0Utilized multithreading and semaphores to handle concurrent requestsCached recently visited web sites on a least recently used policy	

Work Experience

Riot Games <i>Development Intern, QA Intern</i>	Santa Monica, CA Summer 2012, Summer 2013, Summer 2014
<ul style="list-style-type: none">Set up tests, infrastructure, and reporting to automate testing of the League of Legends platform and game client using Python, MySQL, Jenkins, JIRA, and ZephyrUtilized agile software development to plan work efficiently and cooperativelyCreated a well-received working prototype in a 30-hour hackathon with an all-intern Thunderdome team	

Leadership and Activities

Tartan Parkour (Member)	April 2009 – Present
Carnegie Mellon Kiltie Band (Clarinet)	September 2010 – May 2013
Lakeland High School Jazz Band (Lead Alto Saxophone)	September 2007 – June 2010
Northern Westchester Chinese School <i>First in Class, Peer Tutor, Chinese Harp Teacher</i>	Somers, NY and Briarcliff, NY September 1997 – January 2010
<ul style="list-style-type: none">Tutored children in reading and writing ChineseLed a class of students through classes and on-stage performances of Chinese harp musicWrote, directed, and performed the lead role in the senior play entirely in Chinese	