

# Guimin Ren

412.478.9453 | [guiminr@andrew.cmu.edu](mailto:guiminr@andrew.cmu.edu) | [guiminren.com](http://guiminren.com)

## Objective

To obtain an internship as a Software Engineer.

## Education

**Carnegie Mellon University, Entertainment Technology Center (ETC)**

**Pittsburgh, PA**

Master of Entertainment Technology

May 2021

Related Courses: Java for Application Programmers, Data Structure for Application Programming.

**Beijing University of Posts and Telecommunications (BUPT)**

**Beijing, China**

Bachelor of Engineering, Digital Media Technology

July 2018

Related Courses: C++ Programming, Data Structure, Linear Algebra, Game Development Fundamental.

## Skills

**Languages:** Java, C#, C++, C, JavaScript, HTML, XML, Kotlin.

**Applications:** Unity 3D, MAYA, Adobe Photoshop, Adobe After Effects, Premiere, QT Creator.

**Platforms:** HTC Vive, Vive Index, Magic Leap, HoloLens, Kinect, Wordpress.

## Work Experiences

**Urban Arts Partnership**, Code Auditor, New York.

**06/2020-07/2020**

- In charge of auditing the over 10K lines of Unity C# codes for the Ghost School project.
- Reviewed the game programming patterns and Unity coding standard in details.
- Conducted the communication and the presentation with clients.

**VR Transportation Science Lab**, Beijing, China

**Software Engineer – XR development and Software Development**

**01/2018-07/2019**

- Designed the construction draft display platform as a part of the civil engineer interactive display system. Implemented the mechanic and UI with **Unity 3D**, including embedding the project into the **QT** system
- Designed and implemented the AR Building Information Models (BIM) display system with HoloLens.
- Built a VR driving simulator with **Unity 3D** and **HTC Vive**, with Building Information Models (BIM) and the traffic data from the Vissum.
- Designed and implemented the Virtual Tour of The 14<sup>th</sup> international Exhibition on traffic Technology and Equipment.

## Projects

**Pittsburgh Global Game Jam 2020, gameplay programmer, Pittsburgh.**

**Spring 2020**

- Implemented game projects through prototyping, development and collaboration with other game designers.
- Worked as a gameplay programmer on a team to build a location based **Android AR** game in two days.
- Implemented the gameplay programming, timeline writing with **Unity 3D**.

**Twitch Improv Show project - Commit 2 the Bits, front-end programmer and designer, ETC.**

**Spring 2020**

- Implemented entertainment project through prototyping, development and collaboration with improvisers and streamers.
- Worked as an engineer in five-person team to build an entertainment show experience with Twitch.
- In charge of building front-end interactive chat bot based on Twitch by using **Unity 3D**.
- In charge of building **Unity 3D** application with **UNet** and **OBS** setting to improve the audience's experience

**Building Virtual Worlds, programmer, ETC.**

**Fall 2019**

- Implemented game projects through prototyping, development and collaboration with sound designers, artists and programmers. Using **Perforce** to do version control.
- Worked as a programmer on five-person team to build an entertainment experience in one to three weeks
- Implemented the gameplay programming, timeline writing, shader writing and post processing.