

Yutian Zheng

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC) | Pittsburgh, PA

Master of Entertainment Technology

May 2019

Relevant Courses: Building Virtual Worlds, Visual Story, Improvisational Acting, Computer Music Systems and Information Processing

Nankai University | Tianjin, China

Sept 2013 - Jul 2017

Bachelor of Engineering in Software Engineering

Relevant Courses: Software Engineering, Object-oriented Methodology, Data Structure and Algorithmic Design, Digital Signal Processing, Operating System Principles

SKILLS

Programming Languages: JavaScript, C++, C, Python, Java, C#, Serpent, HTML, SQL

Software: Unity, Visual Studio, Eclipse, Wwise, Qt, Android Studio, MATLAB, Visual Paradigm, Rational Rose, Axure, Aptana Studio, Adobe Audition, Logic Pro X, AR Studio

INTERNSHIP EXPERIENCE

Sound Design Intern, Facebook | Menlo Park, CA

Sept 2018 - Present

Software Engineer Intern, Silent Service | Department of Psychology, CMU May-Aug 2018

- Developed a 2D game to help people train their auditory attention skills
- Developed a comprehensive web based tool using Angular JS that allowed researchers to set up various experiments and conduct user studies with ease

Intern Programmer, Chinasoft International | Tianjin, China

Jul-Aug 2015

- Designed and developed two networked multiplayer Android mobile card games

ACADEMIC PROJECTS

Programmer and Sound Designer, Client Project Prism | ETC CMU

Jan-May 2018

- Designed and developed a game in Unity that evokes empathy for autism for 3-4 grade neurotypical children in WebGL, iOS and Android versions

Producer and Sound Designer, Building Virtual Worlds | ETC CMU

Aug-Dec 2017

- Designed and developed fully implemented projects in 2 weeks in teams of 4-5 using various platforms (i.e., Microsoft HoloLens, HTC Vive, FOVE, Omni, Oculus)
- Developed teamwork and rapid prototyping and iteration skills

“Grapheme-to-Phoneme Based Prognosis of English Proper Nouns”

Jan-Jun 2017

- Predicted the pronunciation of English proper nouns with a joint-sequence model

“Prediction of Online Product Sales Based on Image Emotion Analysis”

Apr 2015-Apr 2017

- Led research team as part of the National Undergraduate Training Program
- Established a mathematical model revealing the relationship between marketing images and product sales by image emotion and data analysis

HONORS & AWARDS

Girls Make Games - Game Developers Conference Scholar

Mar 2018