

Liang-Yen Chou

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh, PA

Master of Entertainment Technology, in School of Computer Science

Sep'20 - Expected May'22

National Taiwan University

Taipei, Taiwan

B.B.A in Information Management

Sep'14 - Jun'18

Exchange Study: University of Pennsylvania, Peking University

Coursework: Build Virtual World, Game Design, 3D Programming, Operating System, Network, Algorithm, Data Structure

Teaching/Leadership: Teaching Assistant of 3D Creation, President of NTU IM Summer Camp, President of Graduation

SKILLS & ACTIVITIES

- **Programming Language:** C++, C#, Javascript, Python, Solidity, SQL, VB.Net
- **Web:** Webpack, N Map, Wireshark
- **Game:** Unity, ARKit, Oculus, HTC Vive, SteamVR, AirConsole
- **Others:** Git, Perforce, inVision, Persona, Audition
- **Extracurricular Activity:** Professional **standup actor**, participated in over hundreds of performances for a decade

PERSONAL PROJECTS

Mini-Game Studio

Oct'18 - May'19

Freelancer | Unity • C# • 2D • Blockchain • ARKit

- **Full stack engineer**, developed four 2D/AR/Blockchain mini-games on **Unity** in **C#**, serving as solutions for global marketing promotions and customer loyalty maintenance
- Collaborated and negotiated with the clients on **game design, scoping, scheduling, and art outsourcing**

Tale of Ancient Tower, Virtual Reality Game

Summer 2017

Producer & Tech Lead | Unity • C# • Oculus • HTC Vive

Award-winning Game

- Solved **dynamic motion detection** latency and accuracy, and optimized sensitivity of view rotation for **anti-dizziness**
- Worked on **Unity** cross-VR-platform API integration in **C#** and **realtime feedbacks** to reinforce immersive experience

ACADEMIC PROJECTS

Drunko Brunko, Multiplayer Party Game

Fall 2020

Producer | Unity • C# • AirConsole • Audition

- **Applied agile methodology** with two days iteration, held playtest interviews, and provided technical feasibility evaluation
- **Conquered timezone difference** for remote work and coordinated communication in a cross-functional team
- Sound designer, composed background music, recorded sound effects and worked on audio engineering

POS system for Visual Impairment

Volunteer Program Funded by IBM

Design Lead | Javascript • ER Diagram • Persona

- Developed a Web App supporting visually impaired managers to run a cafe or restaurant with POS features
- Conducted system analysis and adjusted POS workflow to improve accessibility with voice control

WORK EXPERIENCE

UG Investment [Hedge Fund]

Taipei, Taiwan

Quantitative & Data Engineer | SQL • VB.NET

Mar'20 - Aug'20

- Proposed and built knowledge management documents for **speeding up new employee orientation 30 %**
- Implemented financial evaluation algorithms to support portfolio managers decision-making, and optimize SQL execution performance and achieved **500% performance boost** on inner websites loading speed
- Maintained inner websites and database for monitoring trading targets as **2K per second** in global market

Pelith [Blockchain-based technical solutions and consultancy Startup]

Taipei, Taiwan

Blockchain Researcher & Software Engineer | Python • Solidity • JavaScript • HTML • CSS

Feb'19 - Feb'20

- **Led the project of online RTS game**, the world first game comprehensively running on the blockchain
- Researched various **decentralized financial** products and developed algorithms with **Python** to optimize rate adjustment models for Uniswap, which will make the platform's liquidity pool increase **over 200%**

IBM

Taipei, Taiwan

Software Engineer Intern | Javascript • HTML • CSS

Sep'17 - Jan'18

- **Frontend developer**, developed and redesigned the online banking websites for four different banks in Taiwan with **millions of users**, and fixed ES6 functional issues in average 3 tickets every week
- Collaborated with UX designers and product managers to improve user experience and customer engagement