Shan Jiang

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Entertainment Technology, August 2017 – Present (Expected Graduation Date: Jan 2019)
   Course: Computer Graphics, Build Virtual World
Zhejiang University, Hangzhou, China
Bachelor of Engineering, Digital Media Technology, GPA:3.72/4, August 2013 – May 2017
   Course: Data Structure and Algorithm, Object-Oriented Programming, Game Development, Web
   Development, Computer Animation, Software Engineering, Computer Vision, 3D Digital Modeling

SKILLS

Programming language: C, C++, Python, Java, HTML, JavaScript, SQL, Matlab
Tool: Unity3D, Unreal4, Perforce, Git, Maya, Visual Studio, Adobe Photoshop, Dreamweaver

EXPERIENCE

UI/UX Designer
Alibaba, August, 2016 – December, 2016
   • Collaborated with developers to create intuitive and appealing visualization charts for a mobile data
   visualization application.
Full Stack Developer
State Key Lab of CAD & CG, September 2015 – December, 2015
   • Completed the entire site construction work of a picture-sharing system, including front end(HTML5),
   and data construction. Skills: ASP.NET, HTML, CSS, JS, jQuery, SQL Server.
   • Implemented image processing, digital watermarking and copyright protection functions.
Technical Artist
   CMU Entertainment Technology Center Building Virtual Worlds, September 2017 – December 2017
   • Developed team communication and collaboration skills by offering advice and assistance to others on
   a 5-person team, which is dynamically changed every 2 weeks.
   • Created 2D and 3D art assets for games, offered technical support for artists and worked on game
   design, modeling, rigging, animation, lighting, tool development, and particle effects.
   • Platforms: HTC Vive, Microsoft Hololens, Kinect, Omni + Oculus.

PERSONAL PROJECTS

Chinese national power simulation system in VR
   • Implemented the appropriate interpolation algorithm, heat map algorithm and contour map algorithm.
   • Designed user interfaces in Unity. Users can view the whole power system map in 3D mode and
   easily change their visual angle and focus on certain part to observe details.
VR Horror Game, Death Hotel
   •Independently created a VR horror game in Unity, worked on entire development process including
   game design, modeling, rigging, animation, and C# gameplay programming.
Butterflies Group Simulation
   •Implemented group animation algorithm in Unity. Users can interact with insects in real time, such as
   observe, attack, and lure them. Implemented the rapid and high-quality insects and scene rendering
   through shader programming.

LEADERSHIP EXPERIENCE

Volunteer Teaching Program, Team Leader
   Zhejiang University Volunteer Teacher Team, July 2016 – August 2016
   •Taught English and computer class to needy students with limited educational resources.
   •Carried out research on local educational resource, built websites for financial aid and produced
   documentary films.