Chenchen (Ava) Tan

chenchet@andrew.cmu.edu | (213) 820-2362
LinkedIn URL:linkedin.com/in/chenchen-ava-tan-45646496

EDUCATION

Carnegie Mellon University, Entertainment Technology Center — Pittsburgh, PA
Master of Entertainment Technology — Expected Graduation: May 2020

University of Southern California, Viterbi School of Engineering — Los Angeles, CA
B.S. Biomedical Engineering — Graduation: December 2017
B.S. Electrical Engineering — Graduation: December 2017
Passed Fundamentals of Engineering Exam (EIT) Exam Date: 02/07/2018

Relevant Coursework:
Game Design: Building Virtual World, Visual Story, Game Development, 3D Modeling and Animation, Intro to IxD

SKILLS

- Tools: Autodesk Maya, Adobe After Effect, Adobe Premiere, Photoshop, Illustrator, Microsoft Office
- Languages: C# (Unity), C++, MATLAB, LabView, Verilog (Xilinx ISE, C, Altium PCB design
- Foreign Languages: Mandarin Chinese (native)

LEADERSHIP

USC Student Branch Treasurer, **Institute of Electrical and Electronics Engineers** — April 2015 – August 2017
- Manage and secure funding for over 30 events that reach up to 300 members

EXPERIENCE

Producer, **Building Virtual World** — August 2018 – Present
- Lead the team as a producer and design game sound as the sound designer
- Develop fully imagined, completed virtual worlds and games in 2 to 3-week rounds in five-person groups with different platforms including Vive, Meta II, Kinect and CAVE

Electrical Engineer, **Newway Technology (US), Inc** — February 2018 – June 2018
- Research focused on fundus camera and Optical Tomography to diagnose diabetic retinopathy

Engineer, **Foundation for Cross-Connection Control and Hydraulic Research** — January 2016 – August 2017
- Interdisciplinary research in civil and structural engineering to ensure the quality and safety of water structures though cross-connection controls

Research Assistant, **USC Visual Processing Lab** — June 2016 – March 2017
- Conduct experiments to study improvements of retinal transplantation and optimized visual perception learning
- Certified to perform retinal pigmentosa operations on mice to study the neural eye issue

ACADEMIC PROJECTS

Layers, Game project for CTIN532 — August 2017 – October 2017
- Involved in the ideation and production of the first half part of a 3D puzzle game in Unity platform

Dark Light, Final project for CTIN483 — April 2017 – May 2017
- Built a 3-level puzzle game in Unity platform with C# language

GNED GO, Capstone project for EE459 — January 2017 – May 2017
- Built a group navigation and emergency device for outdoor recreation with microcontroller, IMU, GPS and X-Bee module

Motofoot, Capstone project for BME405 — September 2016 – December 2016
- Built a correction system by using myRIO and Arduino redboard for the drop foot patients

Tic-Tac-Toe game, Final project for EE 354 — November 2015 – December 2015
- Designed a game with Verilog coding language on Xilinx and displayed the game through VGA monitor

ADDITIONAL ACITIVITES

- **Art Center College of Design (**May 2017– August 2017, Pasadena)
  Took Additional Classes: Graphics Design, Motion Design, The Art of UI, Sketch for Designer, Intro to Maya, Intro to Interactive Media