

# JUSTIN OU YANG YAN XUAN

*Objective: Finding a full time position as a gameplay engineer starting from January 2017*

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## EDUCATION

**Entertainment Technology Center (ETC), Carnegie Mellon University, Pittsburgh PA** **Aug 2015 – Present**

Master of Entertainment Technology  
*Relevant courses: Game Design, Building Virtual Worlds*

**School of Computing, National University of Singapore, Singapore (SG)** **Aug 2013 – Dec 2015**

Bachelors of (Honours) Computer Science, Major in Communications and Media (Game Specialization)  
*Relevant courses: Software Engineering, Game Design Theory, Game Development, Advanced Computer Graphics, General Purpose Computation on GPU*

## SKILLS

### Technical Skills

C++, C#, Java, Javascript, Python, PHP, MySQL, Actionscript, CUDA, HTML5

### Platforms

Android, Flash, Unity, Unreal 4, cocos2d-x, OpenGL, NodeJS, Photoshop, Illustrator

## EXPERIENCE

**Virtual Reality Engineer – Viacom NEXT, New York** **May 2016 – Aug 2016**

- Created an unannounced VR title which will be released on Steam
- Researched on designing for VR to solve for locomotion, room scale and immersion
- Experimented with different prototypes to improve locomotion and immersion in VR
- Engineered the general gameplay, Vive input control system and AI for an agent

**Creative Technologist – Metalworks Maxus Global, SG** **Jan 2015 – Jun 2015**

- Engaged in small teams of 2 to 3 people to develop prototypes of client pitches within a timeframe of 5 days to a month
- Constructed 4 working prototypes using hardware tools like Arduino, Raspberry Pi, MakerBot and Ultimaker2

**Software Engineer – Chorus Games, SG** **May 2014 – Jul 2014**

- Developed a project management system for a client using C#
- Wrote a developer's manual to hand over the system to the subsequent programmer

## PROJECTS

**VR Storytelling Exploration – Programmer/Game Designer, ETC** **Aug 2016 – Present**

- Creating emotional VR experiences in a team of 4 with guidance from Oculus Story Studio
- Engineering the gameplay using Unreal Engine 4 using a combination of blueprints and C++
- Designing game architecture to provide level designers with a framework to build levels in the Unreal editor

**EnergyLab – Programmer/Game Designer, ETC** **Jan 2016 – May 2016**

- Planned an installation in an interactive learning space for students at Elizabeth Forward Middle School, Pittsburgh
- Networked a kiosk with multiple input touch screens controlling a central display
- Designed game architecture and engineered game play, game flow, UI and networking

**Building Virtual Worlds – Programmer, ETC** **Aug 2015 – Dec 2015**

- Created 5 immersive worlds in different teams of 5 on a 2-week rotation
- Developed on platforms such as Playstation Move, Oculus VR, Microsoft Kinect, Eyegazer and Jam-o-drum