

# Longyi Cheng

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## Education

<b>Carnegie Mellon University</b> Entertainment Technology Center (Master of Entertainment Technology)	<b>08/2016 – 05/2018</b>	Pittsburgh, United States
<b>Communication University of China (CUC)</b> International Journalism and Communication (Master of Arts, graduate in 2017, GPA: 3.79/4) Digital Media Art (Bachelor of Arts, graduated in 2014, GPA: 3.35/4, Ranking: 3/41)	<b>09/2010 – 07/2017</b>	Beijing, China
<b>Ming Chuan University</b> Communication Theory (Exchange Semester)	<b>02/2016 – 06/2016</b>	Taipei, Taiwan
<b>Unitec Institute of Technology</b> Website Development (Exchange Semester)	<b>02/2013 – 07/2013</b>	Auckland, New Zealand

## Skills

### Game Development

ActionScript, HTML5, Objective-C, Unity, C#

### Website Development

HTML, CSS, JavaScript, jQuery, PHP, MySQL

### Video Production

Final Cut Pro, Adobe Photoshop, Premiere, After Effects, Flash

## Experience

<b>Apple Inc.</b> Specialist intern in Apple Store, helped customers understand Apple products	<b>10/2014 – 01/2016</b>	Beijing, China
<b>Harper's BAZAAR</b> Programmer intern, developed backend systems for mobile apps	<b>02/2014 – 05/2014</b>	Beijing, China
<b>Anhui USTC iFLYTEK Co., Ltd.</b> Production intern, collected user feedback and organized documents	<b>01/2014 – 02/2014</b>	Hefei, China
<b>GeekPark.net</b> Programmer intern, developed websites, organized off-line activities and produced videos	<b>07/2011 – 11/2012</b>	Beijing, China

## Projects

<b>Building Virtual Worlds</b> Building Virtual Worlds (BVW) is one of the most distinguished courses during the study in Entertainment Technology Center, Carnegie Mellon University. In only two weeks for each round, a small team with new members creates a new world, on a new platform, and achieve a new goal. It challenges students to work quickly, creatively and collaboratively. I was the programmer and producer in teams, finished different projects on Oculus, Leap Motion, HTC VIVE, Jam-O-Drum, including games and art experience.	<b>08/2016 – 12/2016</b>	Pittsburgh, United States
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## Activities

<b>SIGGRAPH Conferences</b> Student volunteer team leader at SIGGRAPH ASIA, assisted organizers and exhibitors	<b>11/2012 – 11/2015</b>	Singapore, China & Japan
<b>China International Student Animation Festival</b> Team leader of student volunteers, provided technical support	<b>10/2010 – 10/2014</b>	Beijing, China
<b>School of Animation and Digital Arts of CUC</b> Assistant in international office, managed international communication and cooperation	<b>10/2013 – 05/2014</b>	Beijing, China
<b>Digital Media Art Class of 2014 in CUC</b> Class monitor, dealt with daily events and organized collective activities	<b>09/2010 – 02/2013</b>	Beijing, China

## Awards

TOP 10 Student Volunteers in SIGGRAPH ASIA 2013  
Second Prize in Google 2013 The 4th Android Student Developer Challenge  
First Prize in The 7th China National Information Technology Application Competition  
Merit Student in Communication University of China in 2013-2014, 2012-2013 academic years (twice)  
First Class (top 10%) Scholarship in Communication University of China in 2012-2013 academic year  
Excellent Student Leader in Communication University of China in 2010-2011, 2011-2012 academic years (twice)