

XI (CECILIA) CHEN

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Software Engineer
Seeking a summer internship

Education

Carnegie Mellon University Master of Entertainment Technology	2015 -2017 (Pittsburgh, PA)
Beijing University of Posts and Telecommunication Bachelor of Engineering in Digital Media Technology (GPA 3.7)	2011 -2015 (Beijing, China)

Academic Projects

Building Virtual Worlds Sep. 2015 -present

Game Designer / Programmer (CMU, PA)

- Worked with a different team of 5 in each two-week cycle, and built six prototypes of interactive games for Kinect, Oculus, Leap Motion and Google Tango, using C#
- Applied design patterns including singleton and observer pattern for structure
- Developed and optimized a tool in unity to paint textures on multiple models

Mobile Online Reading System Sep. 2014 - May 2015

Programmer (BUPT, Beijing, China)

- Developed an Android application to read online e-books, using java and eclipse
- Implemented local database using SQLite and online data using JASON
- Programmed network connection using HTTP and TCP/IP

7D-Studio: Website Development Jul. 2014

Web Developer / UI Designer (BUPT, Beijing, China)

- Designed site structure and interface focused on high usability
- Developed front-end site and server using HTML, CSS and jQuery

Android Game: Lost Banquet Aug. 2013

Programmer (BUPT, Beijing, China)

- Independently developed a seven-level Android shooting game without any engine
- Enhanced running efficiency for 300% by optimizing image display process
- Conducted playtest and promoted user experience by refining the operating mode

Personal Projects

Content-Aware Image Resizing Nov. 2015

Programmer (Pittsburgh, PA)

- Implemented an image-processing program, using C++
- Achieved seam carving using dual gradient energy function and shortest path
- Completed basic image-processing functions and content-aware resizing & removal

Relationship Network Analysis Feb. 2014

Team Leader (Beijing, China)

- Developed an undirected Erdos co-author network and a directed citation network
- Established an analytic hierarchy model to evaluated the influence of each author
- Successfully predicted passenger flow volume in Manhattan subway network

Skills

C/C++
Java
C#
JavaScript
HTML/CSS

Platforms

Android
Kinect
Project Tango
Oculus Rift

Software & Tools

Visual Studio
Eclipse
Perforce, Github
Gradle, JUnit
Photoshop

Languages

English
Chinese (native)
Japanese (fluent)

Relevant

Coursework

OOP
Data Structure
Algorithms
Computer Organization
Image Processing
Broadband Networking
Interactive Web Design