

Shan Jiang

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA Anticipated May 2023

Master of Entertainment Technology

Mount Holyoke College, South Hadley, MA May 2021

Bachelor of Arts in Computer Science and Interactive Media, GPA: 3.92

Relevant Courses: Algorithms, Operating Systems, Computer Graphics, Building Virtual Worlds, Twitch.tv Game Development, Interdisciplinary Game Studio, Computer Animation, Modeling and Simulation, Multivariable Calculus, Discrete Mathematics, Mobile Software Development, User Experience Design

Honors/Awards: Sarah Williston Scholar, Mildred L Sanderson Prize for Math Excellence

SKILLS

Programming: Java, C# (Proficient), C, JavaScript, Python, Kotlin (Familiar), Elm, C++, JSON, Git (Experience), macOS, Windows, Linux, Unix, OpenGL

Languages: Chinese (Native), English (Proficient), Japanese (Advanced)

Creative: Unity, HoloLens2, Oculus, Blender, Adobe Xd, Photoshop, Lightroom, Premiere Pro, After Effects

EXPERIENCE

Mobile Software Engineer Intern, Psychic VR Lab May – Jul 2021

- Prototyped their STYLY website into an iPad app that allows users to build and preview AR/VR worlds
- Integrated runtime transform handler, camera touch control and save/load system for each world

XR Feature Intern, Unity Technologies Jun 2020 – Sep 2020

- Implemented and shipped samples with new Augmented Reality features in the Unity engine with C#
- Integrated ARCore SDK features in C++ and implemented runtime unit tests in AR Foundation
- Participate in design reviews, code reviews, bug fixing, user forums, and feature planning

Police Use of Force Research Assistant, B.E.A.R.S Lab at Mount Holyoke College Sep 2019 – Mar 2020

- Maintained and modified Unity virtual reality programmes in C# to examine racial bias in police officers
- Streamlined pupil diameter changes in Java and XML for efficient big data evaluation on eye tracking

PROJECTS

TreeHole Project, AIT- Budapest Apr 2020 - May 2020

- Prototyped and implemented a social media mobile app in Kotlin through Android Studio
- Integrated with Firebase for email authentication, post database, and image storage
- Utilized RecyclerView, CardView, Camera, and LocationManager for real-time location access

Physics and Shader Project, AIT-Budapest Feb 2020 – May 2020

- Implemented quadrics with vertex and fragment shader in JavaScript and OpenGL environment
- Created a 2D shooter game with model matrix transformation, acceleration, collision, and rotation
- Visualized environment mapping with ray tracing and procedural solid texturing in 3D rendering pipelines

Cosmia Cosmic Solitaire, Fay Games Sep 2019 – Dec 2019

- Collaborated with 30 students to develop and publish a Unity game on iOS and Android in 13 weeks
- Oversaw game execution through GitHub and Unity Cloud and monitor version control through Git
- Led 6 programmers, design cross-team pipelines and develop Technical Design Document
- Optimized graphics rendering, implement UI, and conceptualize gameplay elements with the lead designer

Twitch.tv Integrated Unity Games, Twitch.tv Game Development at Hampshire College Jan – May 2019

- Designed two original C# open-source games within 13 weeks and play-tested with over 80 people
- Experimented with TwitchLib and Twitch bot for real-time interaction between streamers and viewers
- Prototyped and iterated more than 5 versions in collaboration with interdisciplinary team members

LEADERSHIP

Computer Science Society Community Team Member, Feb 2019 – Present