Yu Li

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Master of Entertainment Technology, Entertainment Technology Center   **August 2017 – May 2019 (expected)**

Shanghai Jiao Tong University, Shanghai, China
Bachelor of Science, Computer Science   **August 2013 – June 2017**

SKILLS

- Programming Languages: C#, C++, Python, Matlab, Labview, Verilog
- Tools: Unity, Latex, OpenGL, Disksim
- Advanced Courses: Building Virtual World, Machine Learning, Artificial Intelligent, Advanced Algorithm

ACADEMIC PROJECTS

Building Virtual World, ETC, CMU, PA   **August 2017 – January 2018**
Instructor: Prof. Jesse Schell, Mr. David Culyba   **Programmer, Producer, Designer**
- Developing six virtual worlds using AR & VR technology.
- Building gameplay, player control and interactions in Unity. Familiar with Unity & C#.
- Working in groups (5 people). Teamwork & communication skills developed.
- Participated in game design & project management.

Embedded and Pervasive Computing Center, SJTU   **October 2015 - June 2017**
Advisor: Dr. Chentao Wu, Associate Professor   **Research Assistant**
- Designed scheduling algorithm for large-scale SSD storage systems.
- Realized the algorithm on Disksim in Matlab and tested the effects with real server data.
- The analysis showed 25% improvement above original algorithms.

Brain-like Computing & Machine Intelligence, SJTU   **October 2015 - June 2016**
Advisor: Prof. Baoliang Lu   **Research Assistant**
- Conducted experiments, collecting high-quality EEG data from human subjects.
- Performed classification algorithm to research in how people from different countries reacted differently to the same emotional stimulus.
- Cooperated with an international (German) partner. Communication skills developed.
- Participated in the design of the experiment and stimulus materials.

Project: Melody Recognition, SJTU   **October 2015 - June 2016**
Lecturer: Prof. Jian Cao   **Course Project**
- Studied in the rules of music melody in a perspective of frequency distribution.
- Made an Android software which can recognize melodies from piano sounds.

Project: Interaction Music Game on ARM5   **June, 2016**
Lecturer: Prof. Xiangzhong Fang, Dr. Liwen Luo, Dr. Hongzi Zhu   **Course Project**
- Designed and realized a music game on ARM5 independently. Got the highest score in the class.
- Optimized interaction module according to ARM5 properties. Smooth in running, it provided excellent user experience.
- Completed the game with help file, speed adjustment module, grade system and multiple music pieces.

Project: 3D Tarot Game   **April, 2014 - June, 2014**
Lecturer: Dr. Xianchao Zhao   **Course Project**
- Designed and implement with OpenGL independently.
- Completed with background music, guidance, six Tarot arrays as choices and detailed explanation of results.
- Optimized the random algorithm of drawing cards to improve objectivity of the divination.

OTHER

- Knowledge: Music, Biology, Philosophy, Psychology
- Interests: Composing, Writing, Singing, Reading
- Organizations (university): Student Union, Seiee Volunteer, Everything Volunteer