YUXING WANG

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Objective

To obtain a gameplay programmer internship for Summer 2017

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh PA
Master of Entertainment Technology   *Sep 2016 – May 2018*

University of British Columbia, Vancouver BC
Major in Computer Science, Minor in Mathematics, Bachelor of Science   *Sep 2012 – May 2016*

- **Computer Science Coursework covers:** Artificial Intelligence, Computer Graphics, Algorithms, Machine Learning, Data Structure, Software Engineering and Computer Vision
- **Mathematics Coursework covers:** Probability and Stochastic Process, Geometry, Linear Algebra, Differential Equations and Calculus

Skills

Programming	• C#, C++, Java, JavaScript, Python, MatLab
	• Unity, Eclipse, Git, Google Web Toolkit, Node.js
Miscellaneous	• Native Speaker of Chinese, Fluent in English, Basic Level in Japanese
	• Drawing and sketch

Experiences

Orion - Interactive Installation for Vancouver Maritime Museum   *Spring 2016*

- An interactive installation that through projected animation and activated play, introduces children (age 4-9) to the basic concept of the use of the stars in historical navigation and Inuit traditional stories and myths about the stars
- Joined as a programmer and collaborated with 4 Master students in the Centre for Digital Media
- Developed the interactive mechanism in Unity
- Hand-painted about 120 frames of animation for storytelling
- Designed user experience and conducted field installation
- Unity, C#, Adobe Creative Suite and CorelDraw

IFS Corporate China   *Summer 2015*
Q&A Internship
- System customization including user interface and function modification for different customers
- Operated server and database tests on Shanghai Server
- Set up company-wide BBS forum system for information sharing, used by about 40 people
- SQL, C#, PHP

Academic Projects

Building Virtual Worlds, Programmer, Entertainment Technology Center   *Fall 2016*

- Create virtual worlds in teams of 5 on a two-week rotation using different new platforms including HTC Vive, Oculus Rift and Leap Motion.
- Develop different skills including rapid prototyping, iteration development, team communication and production.
- Obtain new skills such as C# programming and game design in VR environments

Software Engineering Course Project, University of British Columbia   *Spring 2014*
- A web application to search for parks with specific facilities including basketball court and bathroom near an address within a specified radius in Vancouver, developed in a team of 4.
- Designed the user interface, implemented the key-binding system and the control panel for users
- Java, JavaScript, Google App Engine and Google Web Toolkit

Personal Projects

Computer Graphics Self Project   *Fall 2015*
- A solar system simulation based on Three.js using WebGL and JavaScript
- Self-studied Three.js JavaScript 3D Library, texture mapping and lens flare simulation
- JavaScript, WebGL