Chaoying (Dandan) Du

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA — Aug 2015 - May 2017
Master of Entertainment Technology, Entertainment Technology Center
GPA:3.67/4.0

Shanghai Jiao Tong University, Shanghai, China — Sept 2011 - Jul 2015
Bachelor of Engineering, Computer Science and Technology
GPA: 3.5/4.0

SKILLS

Programming/Scripting Languages: (Proficient)Python, (Familiar)C, C++, Java.
Packages: Unity3D, Houdini, Blender, OpenGL, Git/SVN, Photoshop, Premiere.
Platforms: Oculus Rift, Microsoft Kinect, Arduino, Sony PS Move Controller.
Web: HTML, CSS, JavaScript, jQuery, MySQL, Ruby on Rails.

PROJECTS

Computer Graphics — Jan 2016 - May 2016
Carnegie Mellon University

- Implemented a SVG renderer and a mesh editor that can manipulate and re-sample triangle meshes in 3D models with C++ and OpenGL.

- Implemented a path tracer system that can render pictures with global illumination effects with C++ and OpenGL.

- Implemented a 2D SPH fluid simulation system with WebGL and JavaScript.

Building Virtual Worlds — Aug 2015 - Dec 2015
Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA

- Designed and created five rapidly prototyped worlds on five-person, diverse teams within 1-3 weeks per world with Unity3D and different platforms such as Microsoft Kinect, Oculus Rift, PS move and Jam-O-Drum.

Grape Detection and Counting — Jan 2015 - Jun 2015
Shanghai Jiao Tong University, Shanghai, China

- Implemented a system to detect and count the number of grapes in videos rapidly with machine learning algorithms and graphics processing methods.

EXPERIENCE

Technical Director — Jul 2016 - Aug 2016
Oriental Dreamworks, Shanghai, China

- Adapted the NB-FLIP algorithm to Houdini to reduce the particle count and simulation times in the FLIP fluid simulation.

- Implemented several motion graphics pieces with OpenVDB in Houdini.

Research Assistant — Jan 2016 - May 2016
Human-Computer Interaction Institute, Carnegie Mellon University, Pittsburgh, PA

- Developed a Unity-based mobile application for art-seekers and art-makers where they can crop, combine and share art pieces.

Finance IT Intern — Jul 2014 - Nov 2014
General Electric, Shanghai, China

- Maintained the ERP systems for General Electric Company of Bangladesh, India and China.