LUAN Haoqing (Michael)

hluan@andrew.cmu.edu   +1 412-218-8644   *http://luanhaoqing.wix.com/designer-programmer*

Objective

Software Engineer seeking summer 2017 internship.

Skills

- **Program language**: C, C++ (Including OGRE), C# (Unity3D), JAVA, Object-C (cocos2D)
- **Web language**: HTML, JAVA script, JAVA servlet, J-Query.
- **Database language**: SQL
- **Graphic**: Photoshop, Rhino3D, 3DS MAX, OpenGL, GPU knowledge
- **Network protocols**: TCP/IP, UDP
- **Others**: MATLAB

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA   Expected 2018

- Master of Entertaining Technology

The Hong Kong Polytechnic University, Hong Kong   2011-2016

- BSc (Hons) Degree in Internet and Multimedia Technologies

  Department of Electronic and Information Engineering

- Relevant coursework: computer networks, computer graphics, programming (C++), JAVA, web development, game development, data structure, and algorithms.

Experience

HSBC IT Operation, Industrial Student Placement, Hong Kong   2014-2015

- One-year full time industrial placement program on cross-team management, web development, server management, and software development.
- Managed the project across multiple teams, cultures and regions.
- Passed all internet security tests including network security, e-mail security, and commercial data security.

Academic Project

Building Virtual World, CMU, Pittsburgh, PA   Fall 2016

- Role: Programmer and Designer
- Developed team communication and collaboration skills by offering advice and assistance to others on a 5-person team, which is dynamically changed every 2 weeks.
- Never missed deadlines during our agile process and use iteration process for games for constant improvement.
- Led programming for each team and designed projects on modular basis to reduce development cycles
- Used perforce for version control
- Platforms: Oculus, HTC Vive, Leap Motion, Unity3D, Jam-O-Drum

Developed 3 games on many platforms: Android, PC with C++ and UNITY, POLYU, Hong Kong   2013-2014

- Roles: programmer and designer of game concept.
- Led all programming and Game concept design in all 3 games.

Publication

A Novel Dual-Threshold SIFT-based Copy-Move Forgery Detection (Image processing)   May 2015 to May 2016

Haoqing Luan and N.F. Law, Dept. of Electronic and Information Engineering

The Hong Kong Polytechnic University

- Published original paper about a new matching method of Copy-Move Forgery (accepted by APSIPA 2016)