

Objectives

Seeking part-time or co-op game programmer position for Summer 2014.

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA (May. 2015)
Masters of Entertainment Technology

Purdue University, West Lafayette, IN (May. 2013)
Bachelor of Science in Computer Graphics Technology

Experience

Programmer, Building Virtual World (Aug. 2013 –Present)
Carnegie Mellon University (Entertainment Technology Center)

- Build interactive virtual experiences in team of 5.
- Rapid-prototyping one virtual experience every 2 weeks.
- Teamwork with different interdisciplinary team members in the form of 2 programmers, 2 artists and 1 sound designer.

Programmer, Capstone Senior Design Course (Aug. 2012 –Dec. 2012)
Purdue University (West Lafayette, IN)

- Created augmented reality pre-visualization tool for movie production in group of 5.
- Developed software development toolkit for intercommunication in between Unity 3D engine and multiple Microsoft Kinect sensors via network.

Programmer, Network for Computational Nanotechnology (Aug. 2009 –May. 2013)
Purdue University (West Lafayette, IN)

- Replaced Adobe Presenter based Flash distance learning software with HTML5/jQuery based interactive online lecture software.
- Produced fully automated Microsoft Power Point lecture production add-on using Visual Basic.

Skills

C#, Java, Visual Basic, Python, C++, HTML(5), JavaScript/jQuery, PHP, MySQL, ASP.NET