

Yunan Jiang

Software Engineer – *Full-time (May 2017)*

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WORK EXPERIENCES

2K Games, Hangar 13 Studio – Software Engineer (Intern) - CA Jan. 2017 – May. 2017

- Collaborate with cross-functional teams to implement tools and fix daily bugs for engine of **Mafia3**
- Implemented a data conversion tool and compiled data for static and run-time editor in C++
- Introduced actions like impulse physics to a natural language event system in the game engine

Samsung Research America – Software Engineer (Intern) - CA May. 2016 - Aug. 2016

- Contributed to an advanced AR SDK for next generation Android camera in Java and C++ (JNI)
- Implemented Camera framework and designed frame feeds API based on OOD principle
- Improved SDK performance by optimizing frame rate, memory use, and camera focus speed

EDUCATION

Entertainment Technology Center, Carnegie Mellon University Aug. 2015 - May. 2017
M.E.T in Computer Science Pittsburgh, PA

Beijing University of Posts and Telecommunications Sep. 2011 - Jun. 2015
Bachelor of Engineering in Telecommunication Engineering Beijing, China

SKILLS

C/C++, Java, C#, Python, Lua, SQL
Networking, OOP Patterns

Android (3 years), Unity3D (2 years), Unreal, OpenGL, CUDA,
SVM, Graphics, Git, Perforce, JUnit, Gradle,

ACADEMIC PROJECTS

Scotty3D - 3D modeling, rendering, and animation (CMU, PA) Sep. 2016 - Dec. 2016

- Implemented rasterization, anti-aliasing, and alpha compositing algorithms for SVG shapes
- Delivered local operations, triangulation, subdivision, and simplification functions for mesh editing
- Accomplished ray generator, BVH, shadow rays, path tracing, and infinite environment lighting

Building Virtual Worlds (CMU, PA) Sep. 2015 - Dec. 2015

- Created five immersive virtual worlds in different teams of 5 on a 2-week rotation as a programmer
- Developed with Oculus VR, PlayStation Move, Leap Motion, Microsoft Kinect and Eyegazer

Image to Air Quality - Android App (BUPT, Beijing) Nov. 2014 - May. 2015

- Trained an image classifying model using SVM to predict air quality index based on image features
- Developed a client-server based Android app to measure air quality by classifying an input image

TEAM PROJECTS

Online Multiplayer Cooperation Game - Clutch (CMU, PA) Sep. 2016 – Dec. 2016

- Developed a client-server based multiplayer cooperation game for automobile engineers
- Architected game engine for team development convenience and optimized game performance

HoloLens AR Medical Simulation - MediSim (CMU, PA) Jan. 2016 - May. 2016

- Developed an Augmented Reality medical simulation application with AR device HoloLens
- Delivered a project framework based on the client's requirement on specific medical examinations

RELEVANT COURSES

Principles of Software Construction

Software Engineering

Computer Graphics

Image and Video Processing

Internet Application

Building Virtual Worlds