

Education

Carnegie Mellon University, Entertainment Technology Center Pittsburgh, PA
Master of Entertainment Technology May, 2020

University of Toronto, Bachelor of Applied Science Toronto, ON
Electrical and Computer Engineering, minor in Bioengineering May, 2018

Work Experience

XR Software Development Intern May 2019 - Dec 2019
Samsung Research America, Mountain View, CA

- Developing prototypes for various VR/AR interactions with Unity.
- Implementing networked XR experience.

GPU Verification Internship May 2016 - July 2017
AMD, Toronto, Canada

- Worked on display hardware IP team to help senior designers debug and deliver high quality IP for the next generation of GPU.
- Maintained and developed tools for SoC verification automation.

Software Programmer Research Internship Summer, 2015
Rakuten, Tokyo, Japan

- Developed a prototype of a contactless payment system with HCE (Host Card Emulation) technology from scratch.
- Implemented prototype for credit card number recognition function.

Projects

Ditto, Google Stadia Jan 2020 – May 2020
ETC, Carnegie Mellon University **Designer, Programmer**
Working with Google Stadia on exploring the possibility of state share feature in game design and prototype.

- As the lead programmer, developing prototypes.
- Designing game system and concepts.

Artales Jan 2019 – May 2019
ETC, Carnegie Mellon University **Designer, Programmer**

In a team of four, creating a story-driven immersive experience for the Magic Leap

- Designed and implemented interactions and flow of the experience.

Building Virtual Worlds Sep - Dec 2018
ETC, Carnegie Mellon University **Designer, Programmer**

Participated in the creation of five virtual worlds on various newest AR/VR platforms, including HTC VIVE, META II, HoloLens, Kinect, Leap Motion.

Picotera

Networked VR experience based on HTC VIVE and Leap Motion.

- Designed the interactions and the concept
- Implemented the flow, interactions of the giant, sound engineering.

Achievement: The project was evaluated was considered by faculties to be one of the best worlds in ETC festival historically.

Clinic in A Box May 2017 - May 2018
University of Toronto **Programmer**

Clinic in A Box is a fourth-year capstone project, which is a portable device functioning as a remote clinic with the ability to diagnose and treat early-stage Sepsis.

- In charge of the embedded system interface. Implemented the system architecture between microcontroller and android application.
- Designed and implemented the front-end UI for the android application.
- Designed the logo and UI interface.

Achievement: Honored as Distinctive Design Project and presented on the department final showcase.

Skills

Programming Languages:
C/C++, C#, Matlab, Perl, Ruby, HTML, MySQL

Software and Tools:
Unity, Visual Studio, Arduino IDE, Xcode, Git, Slack, Perforce, SteamVR, Android Studio

AR/VR Platforms:
HoloLens, Magic Leap, HTC VIVE, Oculus, Leap Motion, Kinect, ARCore, ARKit

Operating Systems:
Windows, Mac OS, Linux, Android, iOS, Lumin OS

Design:
Interaction Design, Game Design, UI/UX Design, Photography

Design Tools: Adobe Photoshop/Illustrator, Sketch, Framr, Blender, Microsoft Office

Relevant Courses

Calculus & Linear Algebra
Algorithms and Data Structures
Programming Fundamentals
Database
Software Design and Communication
Introduction to Machine Learning
Building Virtual World
Visual Story
Game Design
Digital Image Design

Honors

Dean's List
University of Toronto (Fall 2013, Spring 2018)

Design Project Distinction, Clinic In A Box: Early Diagnosis Of Sepsis
University of Toronto (2018)

2019 Moog Hackathon 3rd Place: The Monument
Georgia Tech School of Music (Spring 2019)