

Education

Philadelphia, PA
Expected Dec 2018

University of Pennsylvania | School of Engineering and Applied Sciences

Master of Science and Engineering

Computer Graphics and Game Technology

GPA: 4.0/4.0

May 2016

Bachelor of Science in Engineering

Major: Digital Media Design

Minor: East Asian Languages and Civilization

GPA: 3.67/4.0 - Dean's List 2014-2015

Relevant Coursework

Computer Graphics

Physics-based Animation

Computer Animation

GPU Programming

Artificial Intelligence

Algorithms

Skills

C/C++

Git

C#

Unity

Python

Unreal Engine

Experience

Durham, NC
May 2018 - Aug 2018

NVIDIA | AR/VR UX Research Intern

Worked in a team to develop weekly prototypes of new AR/VR experiences using C++, G3D game engine, HTC Vive, and Leap Motion. As the main C++ programmer, I built the foundation of every project and developed an API that drastically reduced the development cycle of new prototypes.

Philadelphia, PA
Sept 2018 - ongoing

University of Pennsylvania | Game Design Practicum Teaching Assistant

Updated old AR assignments to use the newest Unity Vuforia API. Advised students with game design ideas. Planned and held Unity and Unreal Engine tutorials sessions and office hours.

New York, NY
May 2015 - Aug 2015

The Blackstone Group | Summer Analyst - Full Stack Developer Intern

Built developer tools in ASP.NET MVC using C# that saved development time of certain pages by over 50%. Designed and implemented tool UI with Javascript. Presented to company executives.

Projects

Jan 2018 - Aug 2018

Towerbeats: Rhythm Defense | Indie Game

Rhythm-based tower defense game, made with Unity. Collaborating with composers remotely, I designed, developed and polished the game in my free time as the sole developer. The game has since been launched on Itch.io. See portfolio for details.

May 2018

QuikDeform | Advanced Topics in Computer Graphics Final Project

Autodesk Maya plugin that generates customizable physics-based simulations for any arbitrary mesh using the Projective Dynamics method (SIGGRAPH 2014). The project was developed in a team of two using C++. I implemented the application side of the plugin, using the Maya API to read/render mesh data and tetgen to tetrahedralize the mesh. I also implemented the plugin's UI.

Mar 2018

Cloth Simulator | Physics-based Animation Group Project

Generates realistic-looking cloth simulation in real time using Position-based Dynamics. Developed in a team of two using C++ and the Eigen library. I built the overall structure of the application and implemented key class using polymorphism and C++ templates.

Misc.

Apr 2015 - Apr 2016
Mar 2014

Leadership:

Penn Lions | Director | Taught Chinese Lion Dance to members and choreographed routines.

PennPlay | Treasurer | Founded and helped run Penn's first game jam.

Languages: English (native), Chinese (native), Japanese (working proficiency)

Hobbies: Chinese Lion Dancing, Japanese Taiko Drumming, Building Gundam Models