

Cheng Yang

Contact

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5662 Beacon St.

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Skills

Programming

C#/C++

Objective C

Java

Processing

OpenFrameworks

Audio

Music composing

Sound design

Logic Studio

Adobe Audition

Design&Art

Autodesk 3ds Max

Adobe-

Photoshop/Premiere/Flash

Tools

Xcode

Unity 3D

Perforce/Git/SVN

Microsoft Office

Apple iWork

Education

Carnegie Mellon University, Entertainment Technology Center (ETC), Master Candidate
Pittsburgh, PA | Aug. 2012 - May. 2014

North China University of Technology, Dept. of Information Technology, Bachelor of Engineering
Beijing, China | Aug. 2008 - Jul. 2012

Academic Projects

Sony Computer Entertainment-5 Game Prototypes, Game Programmer/Designer

Developing 5 video game prototypes in Unity 3D based on assignments provided by Sony.

Working on game mechanics, physics, design and implement algorithms for flocking, simulation, AI.
Pittsburgh, PA | Fall 2013

TuneTrain iOS Music Application, Programmer/Designer

On App Store with more than 40000 downloads with 4-star rate.

Working on midi-to-notation analysis algorithm, pitch detection and sequencer in Objective-C and FMOD, a music visualization app on iOS devices to help children create music and build creativity.
ETC-Silicon Valley Campus, CA | Spring 2013

Celestia, Programmer/Game Designer

Finalist of ACM-CHI 2013 Student Game Competition (May, Paris), poster in SIGGRAPH 2013 (July Anaheim). Built with Java and OpenGL, a vocal interaction music game.

Pittsburgh, PA | Fall 2012

Building Virtual World, Programmer/Sound Designer

BVW emphasizes teamwork and fast-prototype, developing interactive experience and games on multiple platforms such as Kinect, PSMove. My featured work, a vocal interaction game Celestia was selected on the BVW final show (14/85).

Pittsburgh, PA | Fall 2012

Experience

Pacific Northwest National Laboratory, Graphics Programmer/UI/UX Designer

Developed an iOS(universal) application FL•U, which is a multi-lingual influenza surveillance and disease prevention app targeted at teenagers with gamification mechanism.

Richland, Washington | Summer 2013

Imlab Innovation Lab, Programmer/Designer

Initiated the end-user research on health-related data tracking and SNS activity-driven mechanism, designed and implemented the Activity Tracking Data Visualization Application.

Shanghai, China | Spring 2012

Publications

Celestia: A Vocal Interaction Music Game, ACM-SIGCHI, Paris France, May 2013, 1st author, short paper

TuneTrain: Incidental Learning Through Interactive Music Creation, IEEE Games Innovation Conference, Vancouver Canada, Sep. 2013, full paper

Health Habits Data Visualization Based on activity tracker, Modern Computer, China, Aug. 2012, 1st author, short paper

Honors & Interests

ACM-SIGCHI 2013 Student Game Competition top 3

Design, Art and Technology Award 2013 finalist

First-class Scholarship for Innovation in two consecutive academic years (2010, 2011)

Proficiency in playing flute and guitar for more than 8 years

Activities

Lectures and workshops relating to interactive programming on Beijing Hacker-Space, the Design Lab of China Center Academy of Fine Art, and the China Academy of Art, Dec. 2011

Volunteer Teacher, Junior Achievement, a nonprofit education organization, Spring 2010