

Yang Wang | Software Engineer

GitHub.com/EvanWY
WangYangEvan.weebly.com
WangYang.Evan@gmail.com
(412) 983 4624

Education

- 2016–2018 **Carnegie Mellon University** Entertainment Technology Center
Master of Entertainment Technology, Pittsburgh, PA. GPA - 3.9
- 2011–2015 **Sun Yat-sen University** School of Software
Bachelor of Software Engineering, Guangzhou, China. Excellent Graduation Thesis (1%)

Experience

- May 2017 **Osmo - Software Engineer** Palo Alto, CA
3 months
 - Worked in a team of 6, developed AR Educational Software “Words” using Unity 3D and C#.
 - Independently designed and implemented brand new AI system from scratch.
 - In charge of character AI system, created 4 different character AI.
 - Improved game AI using Google Cloud Vision, WordNet database, and player analytics system.
- July 2015 **4399.COM - Software Engineer** Guangzhou, China
10 months
 - Worked in a team of 10 on mobile MMORPG “The Hunter” using Unity 3D and C#.
 - Independently developed cutscene system from scratch, in charge of UI programming.
 - Led a team of 3 on new product prototype development for 3 months.
- Nov 2014 **TianTuo Games - Software Engineer** Guangzhou, China
6 months
 - Worked in a team of 20, developed and maintained mobile STG “Tiny Empire” using Cocos 2D.
 - Participated in game engine optimization, animation tool development, and UI programming.
- July 2014 **Tencent Technology - Server Development Engineer** Shenzhen, China
3 months
 - Worked in a team of 50 engineers, developed and maintained server code of “WeGroup” using C++.
 - Implemented MD5 comparison, saved data traffic for group member checking by 90%.

Projects

- Aug 2017 **LiDAR Modeling & Traffic System** Self-Driving Car Simulation
1 months
 - Independently designed and implemented LiDAR modeling and traffic system base on open source simulator.
 - Solved technical challenges including sphere projection, depth value correction, and noise reduction.
 - Improved image post-processing performance by using GPU programming.
- Aug 2017 **Image Captioning** Computer Vision Project
1 months
 - Explored deep learning image captioning algorithms, implemented RNN and LSTM using numpy.
 - Trained on MS-COCO dataset, using LSTM version as a server for an AR photography assistant App.
- Jan 2017 **Verizon AR - Lead Engineer** AR Exploration Project
4 months
 - Worked in a team of 6 to explore the way to enhance interactions with AR virtual objects.
 - In charge of gesture recognition system, UI system, AR integration, and performance optimization.
 - Implemented camera space hand gesture recognition algorithm using OpenCV.
- Sept 2016 **Building Virtual World - Lead Engineer** 5 Rapid Prototype Projects
2 months
 - Worked in teams of 5 to create 5 experiences in 10 weeks, using multiple platforms, including Unity 3D, Microsoft HoloLens, HTC Vive, Oculus VR, Leap Motion, Google Tango.
 - Implemented level system, cutscene system, collision detection, UI.

Skills

- Tools Unity 3D, TensorFlow, OpenCV, Cocos 2D, Git, Perforce, Subversion
Platforms Microsoft HoloLens, HTC Vive, OculusVR, Leap Motion, Google Tango, iOS, Linux
Languages C/C++, C#, ShaderLab, Python, MATLAB, Java, Lua