

# Jiawen Liang

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## OBJECT

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- To find a summer 2016 intern position as a Gameplay Programmer or Software Engineering.

## EDUCATION

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**Entertainment Technology Center, Carnegie Mellon University, Pittsburgh PA** anticipated May 2017  
Master of Entertainment technology center

**Institute for Interdisciplinary Information Sciences (Yao class), Tsinghua University, Beijing, China**  
Bachelor of Computer Science and Technology (graduated in July 2015)

- Related courses : Advanced Computer Graphics, Algorithm Design, Machine Learning, Data Mining.

## SKILL

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Language : C/C++, Ruby, VC++, Python, C#, JAVA, R

Software : Unity, Photoshop

Others : Open CV, Open GL, Qt

## INTERNSHIP

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**Software Development Intern in Hulu, Beijing** Aug. 2013 - Jan. 2014

- Part of the web audience team
- Designed and implemented a log filter application with Ruby on Rails for logs on the basis of patterns found from logs using specific rules. This work made it feasible to efficiently select critical and representative URLs, which in turn can also help improve the rules used for the selection.

## ACTIVITIES

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**ACM SIGMOD Programming Contest 2014** 2014

- A member of team 'blxlrsmb' who won the 4th place in this database competition. We implemented an efficient large social network analysis system, overcoming the major challenge to find nodes with top-k centrality in large graph.

**Summer Practice, Tsinghua University** 2013

- A member of a four-person team. We created an RPG game with RPGmaker. My task was mainly to create the system with RGSS. And this game finally won the first place in that summer.

**Gold award of Asia-Pacific Informatics Olympiad(2nd in China)** 2010

**Silver award of National Olympiad in Informatics** 2010

## SELECTED COURSE PROJECT

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**Build Virtual World, ETC CMU** 2015

- Created five virtual worlds with Kinect, Oculus, Leap Motion, EyeGazer, Makey Makey in teams of five-two programmers, two artists, and a sound designer'
- Honed communication, teamwork, and rapid prototyping skills.

**Advanced Computer Graphics, Tsinghua University** 2014

- Ray tracing includes Phong model, Monte Carlo path tracing, BSP-tree. (1st place in the class)
- A project on surface simplification using quadric error metrics.

**Machine Learning, Tsinghua University** 2013

- A five-person team project 'facial-keypoints-detection' with python from Kaggle.

## RESEARCH EXPERIENCE

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Undergraduate research on Background Subtraction for Freely Moving Cameras 2015

Undergraduate research on Music Emotion Recognition with machine learning 2014