

Jiawen Liang

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OBJECTIVE

- To find a summer 2016 intern position as a Software Engineer.

EDUCATION

Entertainment Technology Center, Carnegie Mellon University, Pittsburg PA anticipated May 2017

Master of Entertainment technology

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

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

Software : Unity, Photoshop

Others : Open CV, Open GL, Qt

INTERNSHIP

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

ACM SIGMOD Programming Contest 2014

2014

- A member of team 'blxlrsmb', we won 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

- As a member of a four-person team, we created an RPG game with RPG maker. My task was mainly to create the system with RGSS. This game won the first place.

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

2010

Silver award of National Olympiad in Informatics

2010

SELECTED COURSE PROJECT

Build Virtual World, ETC CMU

2015

- Created five virtual worlds with Kinect, Oculus, Leap Motion, Eye Gazer 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)
- Participated in a project on surface simplification using quadric error metrics.

Machine Learning, Tsinghua University

2013

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

RESEARCH EXPERIENCE

Undergraduate research on Background Subtraction for Freely Moving Cameras

2015

Undergraduate research on Music Emotion Recognition with machine learning

2014