

Sarah Wang

Software Engineer - Facebook

- Email me on Indeed: [indeed.com/r/Sarah-Wang/4031bdfaf0b3dbf3](https://www.indeed.com/r/Sarah-Wang/4031bdfaf0b3dbf3)

WORK EXPERIENCE

Software Engineer

Facebook - November 2014 to Present

Growth Team: working on growing oversea market. Designed and developed web/mobile consumer facing features. Developed a new email notification feature which brought 500 million DAP/MAP user increase and 60 million SMS send/receive increase.

- Ads Team: using big data to optimize matching between advertisers and users. Created an internal tool which maintains FB ads system in graphic display.

Technologies: PHP, C++, JavaScript, React, MySQL, MVC frameworks, Python, Hive, HDFS

Software Engineer

DeNA - June 2013 to October 2014

- Involved in developing a lightweight mobile game engine for iOS and Android platforms, which raised 30% of the internal development speed of mobile games.

- Participated in developing a series of mobile game "Transformers" using Unity3D platform.

- Build a tool systems, including load testing, content management, deployed environments.

Technologies: JavaScript, C++, Unity3D, node.js, Objective-C, angular.js, mongoDB, REST, Git

Game Developer Intern

Gameloft - January 2013 to May 2013

Participated in AI, graphics, animation developments in a 3d mobile game for upcoming Pixar film "Cars".

Technologies: C++, Objective-C, XCode, Instruments, iOS and Android SDK

Web Developer Intern

Sunglass.io - May 2012 to August 2012

Added lighting, shading and camera features to an online 3d design platform using HTML5 WebGL Technology.

Technologies: JavaScript, WebGL, GLSL ES, HTML/CSS

Programmer, Technical Artist

OgleBay Institute - January 2012 to May 2012

Developed an interactive experience that enriched the educational content for children using Unity3D.

Technologies: C#, Unity3D, Maya, Kinect <http://www.etc.cmu.edu/projects/oglebay/>

Game Developer Intern

Tencent - June 2010 to September 2010

Performed functional tests of a new game, and participated in software requirement specification.

Technologies: C++

EDUCATION

Master of Computer Science in Entertainment Technology

Carnegie Mellon University - Pittsburgh, PA
August 2011 to May 2013

Bachelor of Computer Science in Digital Media Technology

Huazhong University of Science and Technology - Wuhan, CN
September 2007 to June 2011

LINKS

<http://sarahwang.weebly.com>

ADDITIONAL INFORMATION

SKILLS

Programming C/C++, JavaScript, PHP, Java, HTML/CSS, Python

Software/System Unity3D, Unreal Engine, Irrlicht Engine, Visual Studio, Xcode, Eclipse, Git, Flash