

FAN YOU

Software Engineer

(516) · 359 · 8605 ◇ fanyou@andrew.cmu.edu

EDUCATION

Carnegie Mellon University, Entertainment Technology Center(ETC) *May 2016*

Master of Entertainment Technology

Course: Distributed Systems, Algorithms and Advanced Data Structures, Building Virtual World.

New York Institute Of Technology *May 2014*

B.S. in Computer Science

Course: Operating Systems, Computer Architecture, Computer Graphics, Computer Networks, Database.

TECHNICAL STRENGTHS

Programming Languages	C++, Java, C, Objective-C, Python
Systems	GNU/Linux, MacOS, Windows
Platforms	Oculus Rift, Gear VR, Eye Gaze, Kinect, leap Motion
Tools	SVN/GIT, Vim

WORKING EXPERIENCE

GNU Compiler Collection *May 2015 - Present*
Libstdc++ Developer *Pittsburgh, PA*

- Implemented fundamental TS: Extend shared_ptr to support arrays (N3920)
- Implemented fundamental TS: Polymorphic Allocator (N3525)

ACADEMIC PROJECTS

Distributed System *Jan 2015 - May 2015*
Programmer *Pittsburgh, PA*

- Built a RPC Client/Server by interposing system calls with TCP remote calls.
- Based on Java RMI, implement LRU caching and mutex mechanism in Distributed File System.
- Implemented a high efficiency web store system which is also able to scale up and down according to the current traffic.

Mole Cap - a Wireless VR and MoCap Music gaming Experience. *Jan 2015 - May 2015*
Backend Programmer *Pittsburgh, PA*

- Worked on the hardware connecting and configuration of Wireless VR and MoCap.
- Wrote a C++ wrapper for the legacy API of the MoCap System.
- Created a tool for easy beats generation.

iFood - an Food Ordering system *Jan 2013 - May 2013*
iOS & Backend Developer *New York, NY*

- Build server using MySQL as back end, PHP as front end and JSON as Data exchange format.
- Parse JSON on iOS client by SBJson and communicate with server by POST/GET method.

PERSONAL PROJECTS

SMALLab Learning *Sep 2015 - Present*
Programmer *Pittsburgh, PA*

- Built a user-friendly configuration tool using Qt for SMALLab Learning. XML files are parsed and generated by QDomStreamReader and QDomStreamWriter (also implementing my own xml parser).