FAN YOU

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center *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

EXPERIENCE

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

· Implemented fundmental TS: Extend shared_ptr to support arrays (N3920)
· Implemented fundmental TS: Polymorphic Allocator (N3525)

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*

· Using QXmlStreamReader and QXmlStreamWriter (also implementing my own xml parser) to parse and create xml file which act as configuration files in SMALLab games.
· Use Qt to generate the basic UI interface.