

Sebastian Yang

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Education

Carnegie Mellon University (Pittsburgh, PA)

GPA: 4.0/4.0

B.S. in Information Systems

Expected May 2022

Additional major in Statistics and Machine Learning

Minor in Business Administration

Programming Language: Python, Java, C#, C, HTML, CSS, JS, Jekyll, Git, SQL, MongoDB, R, Ruby on Rails

Internship

Integrated Entertainment Researcher

Tencent Interactive Entertainment Group

March 2020 – June 2020

- Conducted three games' competitor research for Tencent in the US market
- Submitted multiple memos about industry trends, including novel community events and gameplay
- Held multiple one-on-one player interviews; analyzed newly released mobile and console games in the US

Mobile Software Engineer

LittleMoochi Studio

February 2020 – May 2020

- Developed a mobile game that promotes healthy eating habits for kids; available on iOS and Google Play
- Implemented GUI, gameplay interaction, sharing, and in-app purchase features using Unity and C#

Student Worker

Carnegie Mellon University

April 2019 – Present

- Instructor for Game Creation (98-127); gave lectures about Unity, C# and game production techniques
- Teaching Assistant for Information Systems Milieux (36-250); held office hours for web dev problems
- Coordinate CMU's social media presence in China; initiated a rebranding plan and gained 3000+ followers

Product Management

Unity3D VR Game - Puttplot

Game Producer/Programmer

Fall 2019

- Led a five-person team and built a story-based role-playing virtual reality golf game using Unity3D
- Organized daily scrum and rapid prototyping, maintained a strict six-week production schedule
- Used C# and worked with scriptable objects for core game machines, including calibrating golfing gesture
- Held weekly playtest sessions and ad-hoc user research; processed valuable feedback to add to feature list

Web Application - Transease

Co-Founder/Product Manager

Spring 2018

- Led a three-person team to develop a peer-to-peer live translation web application
- Coordinated development schedule; researched the translation market and competitors;
- Created user stories and conducted user testing to refine the prototype, held extensive follow-up interviews
- The app ranked World Top 50 in 2018 Microsoft Big Idea Challenge, received Azure Pass Prize

Game Development Experience

CMU Cognitive Development Lab

Research Assistant

Fall 2019 - Present

- Collaborate with 4 research assistants to modify Beat Saber to improve people's cognitive ability
- Designed a physical prototype, currently developing and pilot-testing the game to investigate the correlation between physical activity and cognitive improvement

CMU Game Creation Society

Programmer

Spring 2019 - Present

- Developed a game in 30 hours in GGJ; received Best Diversity Theme Award; deployed to Google Play
- Developed a real-time strategy game using Unity; focused on optimizing the game for mobile phones
- Developed a local multiple-player game; worked on general programming; received People's Choice Award