

Emily Chang

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SKILLS

Programming Languages: C#, Java, JavaScript, JSON, SRGS XML

Software and Technologies: Unity3D (4 years+), Android Studio, Web, Parse, GitHub, SourceTree

Professional Working Practices: Rapid Prototyping, Game Design, UX/UI Design

Design Software: Sketch, InVision, Adobe Photoshop, Adobe Illustrator

EDUCATION

General Assembly, San Francisco, CA 2017

User Experience Design, UXD

Carnegie Mellon University, Pittsburgh, PA 2015

Masters of Entertainment Technology

National Taiwan Normal University, Taipei, Taiwan 2013

Bachelor of Computer Science and Information Engineering

PROFESSIONAL EXPERIENCE

Unity Developer, Live Planet, Inc.

May 2019- Oct. 2019

Platform: Oculus Go, GearVR

Development Tool: Unity3D, Android Studio

- Implemented the new design of the Live Planet VR home menu that fetch and display plenty of video and playlist data from the Live Planet cloud.
- Built new features for the Live Planet VR including the interfaces of fetching featured channels and user channel, and searching playlist and channels by code.
- Resolved bugs and optimized the Live Planet VR's performance by troubleshooting both the Unity app and in-house Unity Android plugin.

Unity Developer, Futurewei Technologies, Inc.

Dec. 2017- Nov. 2018

Platform: Oculus Rift, HTC Vive & Vive Pro

Development Tools: Unity3D, Proprietary Networking Service

- Designed a core platform structure and user experience of an undisclosed virtual reality project.
- Collaborated with the networking team to create, maintain, update the base of the multiplayer structure using proprietary networking service.
- Rapid prototyped voice command system for users to navigate and perform actions.

Unity Developer, Realiteer Corp.

Dec. 2015- Aug. 2017

Platform: Oculus Rift, HTC Vive, Google Cardboard (Android, iOS), GearVR, RealControl

Development Tools: Unity3D, BrainCloud, Photon Unity Networking

- Collaborated with the team to brainstorm ideas, design game mechanics, rapid prototype and implement features for the company's core projects and client products.
- Built several VR experience according to the clients' need, including virtual furniture showroom for CORT, meditation experience for Cognitive Leap and vocabulary learning game for iTutor Group.

Wise Mind, Therapeutic VR Platform

- Designed and implemented the structure of storing and retrieving user data using a BaaS, BrainCloud.
- Prototyped and implemented features based on psychotherapy treatment and methodology.