

Emily Chang

650.417.3820 | Mountain view, CA
dev.emilychang@gmail.com | www.changemily.com

SKILLS

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

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

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

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

Languages: English (professional working proficiency), Mandarin Chinese (native fluency)

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, Futurewei Technologies Dec. 2017- Nov. 2018

Platform: Oculus Rift, HTC Vive & Vive Pro

Development Tools: Unity3D, Proprietary Networking Service

- Designing a core platform structure and user experience of an undisclosed virtual reality project.
- Collaborating with the networking team to create, maintain, update the base of the multiplayer structure using proprietary networking service.
- Designing wireframes of system user interfaces and implementing the design.
- Rapid prototyping and iterating platform features with multiple third-party SDKs and Unity plugins integrated to prove concepts.

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 company's core projects and client products.
- Maintained code base for projects and making enhancements based on feedback.
- Built several VR experience according to the clients' need, including virtual furniture showroom for CORT, meditation experience for Cognitive Leap Inc. and vocabulary learning game for iTutor Group.

BattleZ, Mobile VR Multiplayer Zombie Shooting Game

- Designed and implemented the structure of storing and retrieving user data using a BaaS, BrainCloud.
- Built system for user authentication and avatar customization.

Wise Mind, Therapeutic VR Platform

- Prototyped and implemented features based on psychotherapy treatment and methodology.
- Researched and integrated various social media APIs and Unity plugins into this immerse experience.