Emily Chang

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PROFESSIONAL EXPERIENCE

SangJar— *Android Developer*

AUGUST 2020 - PRESENT

Platform: Android Mobile

Development Tool: Android Studio (Java, Room SQLite), Shopify (GraphQL, REST API)

- Implementing the user interfaces, interactions, navigations, local database (Room), and data storage of SangJar's storefront android application.
- Fetching and sending data using Shopify's GraphQL and REST API to connect to the SangJar store built on the Shopify platform.

Live Planet Inc— *Unity Developer*

MAY 2019 - OCTOBER 2019

Platform: Oculus Go, GearVR

Development Tool: Unity3D(C#), Android Studio (Java)

- Implemented the new design of the Live Planet VR home menu that fetches and displays 360 live stream videos and playlists 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.
- Resolved bugs and optimized the Live Planet VR's performance by troubleshooting both the Unity app and in-house Unity Android plugin.

Futurewei Technologies Inc — *Unity Developer*

DECEMBER 2017 - NOVEMBER 2018

Platform: Oculus Rift, HTC Vive & Vive Pro

Development Tools: Unity3D, Proprietary Networking Service

- Designed a core platform 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 a proprietary networking service.
- Rapid prototyped and iterated platform features by integrating various third-party SDKs and Unity plugins to prove concepts, including creating a voice command system for users to navigate and perform actions.

Realiteer Corp — *Unity Developer*

DECEMBER 2015 - AUGUST 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 core projects and client products
- Prototyping and developing features based on psychotherapy treatment and methodology for the Realiteer's therapeutic VR platform, WiseMind.
- Built several VR experiences according to the clients' needs, including a virtual furniture showroom for CORT, a meditation experience for Cognitive Leap, and a vocabulary learning game for iTutor Group.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Masters of Entertainment Technology
SEPTEMBER 2013 - JUNE 2015

National Taiwan Normal University, Taipei, Taiwan
Bachelor of Computer Science and Information Engineering
SEPTEMBER 2009 - JUNE 2013

CERTIFICATE

General Assembly, San Francisco, CA
User Experience Design, UXD
SEPTEMBER 2017 - NOVEMBER 2017

SKILLS

Programming Languages and Application Development Platforms: Unity3D (C#), Android Studio (Java/ Room SQLite), Web (HTML/ Javascript/ Json/ REST API/ GraphQL API), Git

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

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

LANGUAGES

English
Mandarin Chinese