Emily A. Chang

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Authorized to work in US

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA May 2015
Masters of Entertainment Technology
National Taiwan Normal University, Taipei, Taiwan June 2013
Bachelor of Computer Science and Information Engineering

SKILLS

Programming Languages: C#, C/C++, Java, JavaScript.
Databases / Servers: BrainCloud, Parse, MySQL.
Version Controls: GitHub, Perforce.
Frameworks and Technologies: Unity3D (PC/iOS/Android), JSON, HTML, PHP.
Professional Working Practices: Rapid Prototyping, Game Design, UX/UI Design.
Design Software: Adobe Photoshop, Adobe Illustrator, Adobe After Effects.
Languages: Mandarin Chinese (native fluency), English (professional working proficiency)

PROFESSIONAL EXPERIENCE

Unity Developer **Realiteer Corp.** Dec. 2015- Present
Platform: Oculus Rift, HTC Vive, Google Cardboard (Android, iOS), GearVR, RealControl
Development Tools: Unity3D, BrainCloud, Photon Unity Networking

- Collaborating with the team to brainstorm ideas, design game mechanics, rapid prototype and implement features for company's core projects and client products.
- Maintaining 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 English/Chinese vocabulary learning game for iTutor Group.

BattleZ, VR Multiplayer Zombie Shooting Game
- Designed and implemented the structure of storing and retrieving user data using a BaaS, BrainCloud.
- Built user authentication and user profile customization functionalities.

Wise Mind, VR Experience That Improves Psychotherapy
- Implementing immersive experience based on psychotherapy treatment.
- Researching and integrating various social media APIs and plugins into our experience so that users can easily access to those media.

PROJECTS

Programmer **3D Crumbs, Google Tango Game, CMU** Spring 2015
Platform: Google Tango
Development Tools: Unity3D, Android SDK, NGUI, Parse
*Outcome: Our fully implemented game, **Hungry Squids**, is on the Google Play Store.*
*Hungry Squids was a selected demo game at **Google Booth, GDC 15**.*

- Employed Google Tango's motion tracking capability to create a unique shooter game.
- Developed level generator for users to create maps and hide target objects.
- Built map sharing system by using online database and created user friendly interface.

Programmer **Marioneta, Kinect Experience for Children's Museum, CMU** Fall 2014
Platform: Kinect V2
Development Tools: Unity3D
Outcome: Installed a Kinect interactive experience in Pittsburgh Children's Museum.
This project got accepted by SXSW 15 and IEEE VR 15.

- Designed and developed interactive experiences to stimulate children's interest with the exhibited puppets, allowing them to interact with the virtual environment as a puppet.
- Programmed core interactive objects and puppet selection interface based on Kinect's mirroring and depth sensor.

ACTIVITIES

Speaker **Marioneta: Puppeteer Experience with Kinect v2, SXSW15** Mar. 2015