

Cory Chang

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Education

- Carnegie Mellon University, Pittsburgh. Anticipated graduation date: 2015
 - Bachelor of Science in Computer Science with a double in Human Computer Interactions
 - Quality Point Average: 3.91 out of 4.0

Skills

- Languages: Java, C/C++, SML, Javascript, LaTeX
- Programs: Flash, Maya, Eclipse, Netbeans, Final Cut, Vim, Visual Studio, Illustrator

Experience

- Mortis, a game pitched through Game Creation Society: Fall 2013
 - 2D puzzle platformer where the player controls Death and transfers life between objects
 - Worked as the project lead
 - Organized a team, performed user testing, and designed mechanics, levels and code
- Internship at Google as a Software Engineer: Summer 2013
 - Worked on QPX, an airfare search and pricing system
 - Created tools to analyze flight queries and ticket data with Google internal tools
 - Visualized flight data, comparing information such as the popularity of airports as destinations
- Teaching Assistant for 15-251, Great Theoretical Ideas in Computer Science: Spring 2013
 - Responsible for leading a recitation, holding office hours, writing homework, and grading
 - Topics cover a wide range, such as graphs, probability, number theory, cryptography, linear algebra, automata, Kolmogorov complexity, Gödel's theorems, Turing machines, and complexity theory
- Internship at IBM as a Software Engineer: Summer 2012
 - Worked on the SmartCloud Control Desk, an enterprise management tool
 - Created a mobile app to log tickets with enhanced information and a workflow
 - Added to an Eclipse plugin to download base packages from the RTC source control
 - Fixed and wrote unit tests in the Junit framework, increasing the pass rate from 60% to 99%
- Research Project Creating a Robot Receptionist: Fall 2011 – Spring 2012
 - Created an autonomous receptionist combining the use of depth-information through Kinect
 - Programmed gesture recognition and designed algorithms for movement detection
- Internship at Boeing as a Systems Engineer: Summer 2010
 - Worked on the Joint Tactical Radio System Ground Mobile Radio, a software programmable military radio that centralizes the many waveforms into a single radio system
 - Discovered verification requirement errors within the DOORS database
- EMT Simulator, an educational game for rising EMTs
 - Point-and-click adventure game which takes players through various emergency scenarios
 - Worked on programming and user testing for the game
 - Playtesting revealed an improvement in student's abilities after playing our game
- Outfit Swap, a game pitched through Game Creation Society: Fall 2012
 - Awarded GCS Gold
 - Players figure out relationships between characters, swapping outfits to become the president
 - Programmed core mechanics, including character movement and outfit swapping

Awards and Recognition

- Published "A Multi-Modal Approach for Natural Human-Robot Interaction" in ICSR 2012
- USA Computing Olympiad Silver Qualifier 2011

Extra Curricular Activities

- Game Creation Society - Director of Development Spring 2013 - Fall 2014
- Personal film projects