# Cory Chang

School Address: Carnegie Mellon University, SMC 6083, Pittsburgh, PA 15289      (714) 553 - 3280
http://www.changcory.com/      changcory@gmail.com

## 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: 3.89 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