

Cory Chang

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(714) 553 - 3280

Education

- Carnegie Mellon University, Pittsburgh, PA
 - Masters in Entertainment Technology Fall 2015 - Fall 2016
 - Bachelor of Science in Computer Science Fall 2011 - Fall 2014
 - Double in Human Computer Interactions
 - Quality Point Average: 3.89 out of 4.0

Skills

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

Experience

- **Software Engineering Intern - Facebook** *Summer 2014*
 - Implemented organic event auto-calibration within feed ads
 - Created a dashboard visualizing key metrics such as weights of organic bids
 - Logged counters for key metrics for canary and ranking benchmark testing
- **Software Engineering Intern - Google** *Summer 2013*
 - Worked on QPX, an airfare search and pricing system
 - Created tools to analyze flight queries and ticket data
 - Visualized flight data, comparing information such as popularity of airports
- **Teaching Assistant - 15-251, Great Theoretical Ideas in Computer Science** *Spring 2013*
 - Led recitations, held office hours, wrote homework, and graded
 - Covered many discrete mathematics topics
- **Software Engineering Intern - IBM** *Summer 2012*
 - Worked on the SmartCloud Control Desk, an enterprise management tool
 - Created a mobile app to log tickets with rich information and a workflow
 - Fixed and wrote unit tests, increasing the pass rate from 60% to 99%
- **Researcher - Robot Receptionist** *Spring 2012*
 - Created an autonomous receptionist using depth-information through Kinect
 - Coded gesture recognition and designed algorithms for movement detection
 - Published "A Multi-Modal Approach for Natural Human-Robot Interaction"

Projects

- **Research Consultant - Capstone for the Leak Detector** *Spring 2014*
 - Designed a privacy tool which alerted users about information shared publicly
 - Went through research, low fidelity and high fidelity mockups, and iteration
- **Project Lead - Mortis, a Game Creation Society Gold game** *Fall 2013*
 - 2D puzzle platformer controlling Death, transferring life between objects
 - Organized a team, performed user testing, designed mechanics, levels and code
- **Programmer - EMT Simulator, an educational game for rising EMTs** *Fall 2012*
 - Point-and-click adventure which takes players through various emergencies
 - Worked on programming and user testing for the game
 - Playtesting revealed an improvement in student's abilities after playing
- **Programmer - Outfit Swap, a Game Creation Society Gold game** *Fall 2012*
 - Players determine character relationships, and swap outfits to become president
 - Programmed core mechanics, such as character movement and outfit swapping

Extra Curricular Activities

- Director of Development for the Game Creation Society at CMU 2014
- Animation projects 2014