http://www.changcory.com/

(714) 553 - 3280

| Carnegie Mellon University, Quality Point Average: 3.89 out of 4.0 Bachelor of Science in Computer Science Double in Human Computer Interactions | Fall 2011 - Fall 2014 |
|--|------------------------|
| Languages: Java, C/C++, PHP, SML, Haskell, Javascript, Lua, LaTeX | |
| Experience • 343 Industries (Microsoft) • Worked as a campaign developer on Halo 5: Guardians • Created a smarter tutorial system sensitive to user actions • Improved behavior for companion artificial intelligence | Summer 2015 |
| Facebook Software Engineering Intern 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 | Summer 2014 |
| Google Software Engineering Intern 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 | Summer 2013 |
| Great Theoretical Ideas in CS Teaching Assistant Led recitations, held office hours, wrote homework, and graded Covered many discrete mathematics topics | Spring 2013 |
| IBM Software Engineering Intern 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% | Summer 2012 |
| Robot Receptionist Researcher Created an autonomous receptionist using depth-information through Kinec Coded gesture recognition and designed algorithms for movement detection Published "A Multi-Modal Approach for Natural Human-Robot Interaction" | Spring 2012 t |
| Projects • Leak Detector, Capstone Research Consultant • Designed a privacy tool which alerted users about information shared publicl • Went through research, low fidelity and high fidelity mockups, and iteration | Spring 2014 y |
| Mortis, GCS Gold game 2D puzzle platformer controlling Death, transferring life between objects Organized a team, performed user testing, designed mechanics, levels and controlling Death | <i>Fall 2013</i> de |
| EMT Simulator, game Point-and-click adventure which takes players through medical emergencies Worked on programming and user testing for the game Playtesting revealed an improvement in student's abilities after playing | Fall 2012 |
| Outfit Swap, GCS Gold game Programmer Players determine character relationships, and swap outfits to become preside Programmed core mechanics, such as character movement and outfit swapping | |
| Extra Curricular Activities | |
| Director of Development for Game Creation Society at CMU Animation projects | 2014 2014 |