Cory Chang

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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: 3.88 out of 4.0

Skills

- **Languages**: Java, C/C++, PHP, SML, 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