Cory Chang

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Education
- **Carnegie Mellon University**, Quality Point Average: 3.89 out of 4.0   *Fall 2011 - Fall 2014*
  - Bachelor of Science in Computer Science
  - Double in Human Computer Interactions

Languages: Java, C/C++, PHP, SML, Haskell, Javascript, Lua, LaTeX

Experience
- **343 Industries (Microsoft)**   **Software Engineering Intern**   *Summer 2015*
  - Worked as a campaign developer on Halo 5: Guardians
  - Created a smarter tutorial system sensitive to user actions
  - Improved behavior for companion artificial intelligence
- **Facebook**   **Software Engineering Intern**   *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
- **Google**   **Software Engineering Intern**   *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
- **Great Theoretical Ideas in CS**   **Teaching Assistant**   *Spring 2013*
  - Led recitations, held office hours, wrote homework, and graded
  - Covered many discrete mathematics topics
- **IBM**   **Software Engineering Intern**   *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%
- **Robot Receptionist**   **Researcher**   *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
- **Leak Detector, Capstone**   **Research Consultant**   *Spring 2014*
  - Designed a privacy tool which alerted users about information shared publicly
  - Went through research, low fidelity and high fidelity mockups, and iteration
- **Mortis, GCS Gold game**   **Project Lead**   *Fall 2013*
  - 2D puzzle platformer controlling Death, transferring life between objects
  - Organized a team, performed user testing, designed mechanics, levels and code
- **EMT Simulator, game**   **Programmer**   *Fall 2012*
  - 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
- **Outfit Swap, GCS Gold game**   **Programmer**   *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 Game Creation Society at CMU   *2014*
- Animation projects   *2014*