

DANA HSIAO

207-852-2431
danahsiao@gmail.com

83 Hughes Blvd
Hampden, ME
04444

Twitter:
[@dana_hsiao](https://twitter.com/dana_hsiao)

LinkedIn:
[Dana Hsiao](#)

Website:
danahsiao.com

SKILLS

- Unity
- HTML
- C#
- CSS
- Python
- jQuery
- Flask
- Electron
- MySQL
- TravisCI

OTHER ACTIVITIES

- Big Red Marching Band
- Art Club President (2017-2018), Art Club Treasurer (2015-2017)
- Aiko Treasurer (2016-2017), SOFC (Student Organization Funding Committee)
- National Honor Society

PROFESSIONAL EXPERIENCE

Research Developer, Cornell University; Ithaca, NY — 2018 - Winter 2019

- Added multiplayer support to a single-player Virtual Reality application
- Prepped, added, and adjusted a third-party avatar for the VR application
- Led a small team in recreating a VR environment from a previous study in Unity

Producer, MassDiGI; Worcester, MA — Summer 2019

- Led a team of eight developers in planning, designing, and implementing a novel game from conception to release
- Facilitated communication between programmers and artists on the team
- Led playtesting of prototypes at game conventions
- Designed and implemented key systems in the game
- Added art assets and created documentation for future developers

Bookkeeper; Wellesley College, Wellesley, MA — Spring 2018

- Managed funding accounts for Club Sports and Non-Athletic Teams
- Reimbursed students and outside vendors for club expenditures
- Established working relationships with and fielded requests from club treasurers and presidents

Peer Tutor and Computer Science Assistant (TA); Wellesley College, Wellesley, MA — 2017-2018

- Held open office hours for students to come get help with homework
- Helped my professor design changes to the course and assignments
- Graded assignments

Research Developer; Wellesley College, Wellesley, MA — 2017-2018

- Worked on the initial prototyping and testing of an Augmented Reality application
- Researched and tested new features to use in the application
- Found limitations and designed workarounds and solutions for the next iteration

Research Developer; University of Oldenburg/NSF-IRES, Oldenburg, Germany — Summer 2017

- Learned how to use Unity
- Ported an existing Augmented Reality application from Google Cardboard to the Microsoft HoloLens
- Created compression functions to improve visibility in the heads-up display

EDUCATION

Wellesley College; Wellesley, MA — BA - Computer Science, Spring 2018
Cornell University; Ithaca, NY — MEng - Computer Science, Winter 2019

DANA HSIAO

PROJECTS AND ACTIVITIES

Human-Agent Collaboration Game; Ithaca, NY — Spring 2019

- Headed my team's UI subcommittee
- Worked with the client's design consultant to build initial wireframe
- Performed user testing with wireframe
- Built high-fidelity prototype with feedback from user testing
- Performed user testing with high-fidelity prototype

Pyret; Ithaca, NY — Spring 2019

- Created native desktop app with Electron from an existing code base
- Automated installer creation and uploading for Mac, Windows, and Linux with TravisCI