Dave Yan

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Education
- **Carnegie Mellon University** (*Senior, Expected Graduation May 2015*)
  - Bachelor of Science in Computer Science
  - Minor in Art
  - GPA: 3.37

Skills
- **Programming Languages**: C#, Objective-C, Java, Python, C/C++, SQL, SML, Matlab, LaTeX
- **Applications**: Maya, Photoshop, Visual Studio, Xcode, SQL Management Studio
- **Human Languages:** Fluent in Chinese

Experience
- **Software Development Intern • Epic** (*Summer 2014*)
  - Desktop Application that collects data from eyetracking usability studies and visualizes their results
  - We built it with a $100 device. It is now a functional alternative to a $30,000 eyetracking suite
  - I made its backend data structure and API, visualization tools, and data access layer with SQL. I also conducted usability studies and help designed the UI
  - I learned the design and structure of software applications and usability testing procedures

- **Research Intern • Human Computer Interaction Institute** (*Spring 2013 - Present*)
  - iPad app which allows art students with hearing problems to peer critique each other's works
  - I designed the UI of the app, improved the its backend, and added functionality to its server
  - I am currently analyzing the data recorded during summer 2014
  - I learned UX processes, iOS development, network communication, and documentation techniques

Projects
- **Words** (*Spring 2014*)
  - 3D animated short film (2 minutes) made in Autodesk Maya
  - It follows a dancing girl who is viciously attacked by Youtube comments
  - I made the storyboard, conducted motion capture, build assets, and distributed workload
  - I learned to work with artists, follow the animation pipeline, and deal with modifications to plans

- **Sweet Potato** (*Spring 2014*)
  - Program that generates questions and answers on Wikipedia articles, made in Python & Java
  - I made the question generator and took care of pronoun resolution for question answering
  - I learned agile development, edge cases handling, and experimentation with multiple approaches

- **Mortis** (*Fall 2013*)
  - Semester-long video game project made with XNA at CMU's Game Creation Society (GCS)
  - Player controls Death to take and give lives to other characters to solve puzzles
  - This game won the GCS Gold award for the semester
  - I led team of 8 artists, distributed workload, integrated assets, and handled communication
  - I learned to manage a team and how to merge different people's works into a finished product

- **The Unfurl** (*Summer 2013 - Present*)
  - Webcomic about a devastated future watched over by supercomputers that manipulate reality
  - I started planning back in 2007, and began drawing in 2013. It currently has over 5000 visitors
  - I learned to stick with extremely long-term projects and constantly adjust goals to new expectations

Other Information
- Currently a U.S. Permanent Resident
- Full portfolio on my website www.codingisart.com