Dave Yan

Carnegie Mellon University • SMC 4603 • Pittsburgh, PA 15289

daveyan@cmu.edu • 281-857-9388 • www.codingisart.com

Education
- **Carnegie Mellon University** (May 2015)
- B.S. in Computer Science
- Minor in Art
- GPA: 3.33

Skills
- **Programming Languages**: C, C++, Java, Python, Objective-C, OpenGL, SML, Bash, Processing, LaTeX, Actionscript, HTML, CSS, Javascript
- **Applications**: Adobe Photoshop, GIMP, Visual Studio, Xcode, Eclipse, Flash Builder, Audacity
- **Operating Systems**: Linux (CentOS/RHEL, Ubuntu), Windows, Mac OS X
- **Human Languages:** Fluent in Chinese

Experience
- **Research Intern at Human Computer Interaction Institute** (Spring 2013 - Present)

  I am currently working on the PRAISE project, which allows art students with hearing problems to peer review each other's works with an iPad app. I designed and implemented the user interface of the app and improved the backend of the app and the server it uses. I learned user interface design processes such as paper prototyping along with iOS development and communication between programs via network.

- **Intern at TGS** (Summer 2012)

  I Build a CentOS server, replaced degraded hardware in data centers, and wrote Bash scripts dealing with the Linux file system**.** I learned the handling of hardware, Linux, and of how computer systems work.

Projects
- **Ray Tracer** (Spring 2013)

  A project for the Computer Graphics course at CMU, it applies the ray tracing technique onto 3D scenes. It is written in C++ using OpenGL. I learned modularization of my program, application of vector math, management of large amounts of data, and creation of safely multithreaded code.

- **I'm Not Comfortable With This** (Fall 2012)

  A game made with Javascript that blends elements from puzzle games and visual novels. It focuses on 4 CS majors building a robot to help them set up the perfect dates. I learned how to make a finished product from ground up with a short constraint of time. Please play at http://comfortable.heroku.com/

- **Outfit Swap** (Fall 2012)

  Semester-long video game project made with Javascript at CMU's Game Creation Society (GCS). The player swaps outfits with others around town to rise in social status. I worked as an artist and communicator between the art and programming team. I learned about the difficulty of working with different types of people. This game won GCS Gold for the semester. Please play it at https://www.andrew.cmu.edu/user/lwzhang/outfitter/index.html

Other Information
- Currently a U.S. Permanent Resident