

Dave Yan

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Education

- **University of Southern California** (*Expected Graduation May 2018*)
 - o Master in Interactive Media
- **Carnegie Mellon University** (*Class of 2015*)
 - o Bachelor of Science in Computer Science
 - o GPA: 3.48

Skills

- **Programming Languages:** C#, Java, Objective-C, Python, Haskell, C++, C, SQL, Processing, Matlab
- **Applications:** Unity, Maya, Photoshop, Visual Studio, Xcode, SQL Management Studio

Experience

- **Software Development Intern • Epic** (*Summer 2014*)
 - o Desktop application that collects data from eyetracking usability studies and visualizes their results
 - o We built it with a \$100 device. It is now a functional alternative to a \$30,000 eyetracking suite
 - o 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
 - o I learned the design and structure of software applications and usability testing procedures
- **Research Intern • Human Computer Interaction Institute** (*Spring 2013 - Present*)
 - o iPad app which allows art students with hearing problems to peer critique each other's works
 - o I designed the UI of the app, improved the its backend, and added functionality to its server
 - o I am currently analyzing the data recorded during summer 2014
 - o I learned UX processes, iOS development, and client-server communication

Projects

- **Bearoness** (*spring 2015*)
 - o 3D isometric stealth game made in Unity
 - o Player controls a princess turned into a bear who needs to lift the curse by finding true love
 - o I led team of 5, made production schedules, assigned members tasks, and programmed the game
 - o I learned to architect a 3D Unity game while juggling team dynamics and production schedules
- **Words** (*Spring 2014*)
 - o 3D animated short film (2 minutes) made in Autodesk Maya
 - o It follows a dancing girl who is viciously attacked by Youtube comments
 - o I made the storyboard, conducted motion capture, performed rendering, and managed production
 - o I learned to work with artists, follow the animation pipeline, and deal with changes to schedules
- **Compiler** (*Fall 2014*)
 - o Program written in Haskell that compiles the C0 language (developed at CMU)
 - o I implemented data structures and designed the flow of the information pipeline
 - o I learned to design scalable software which requires features to be added on iteratively
- **Sweet Potato** (*Spring 2014*)
 - o Program that generates questions and answers on Wikipedia articles, made in Python & Java
 - o I made the question generator and took care of pronoun resolution for question answering
 - o I learned agile development, edge cases handling, and experimentation with multiple approaches

Other Information

- Currently a U.S. Permanent Resident
- Full portfolio on www.codingisart.com