# Dave Yan

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## Education
- **University of Southern California** *(Expected Graduation May 2018)*
  - Master in Interactive Media and Games, GPA: 3.92

- **Carnegie Mellon University** *(Class of 2015)*
  - Bachelor of Science in Computer Science

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

## Experience
- **Software Engineering Intern • Microsoft** *(Summer 2015)*
  - Telemetry recording inside the Windows kernel
  - I iteratively prototyped and tested multiple implementations based on performance impact and documented the final optimal solution
  - I learned to do system level performance optimizations and work with teams on large codebases

- **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 the backend data structure and API, data 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 - Summer 2015)*
  - 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 backend, added functionality to its server, and analyzed the data we collected from running the app in classrooms in Japan
  - I learned UX processes, iOS development, client-server communication, and data analysis

## Projects
- **Coyote** (Fall 2015)
  - Competitive board game themed around illegal immigration. It was shown at Indiecade 2015
  - I designed the rules and ran playtesting sessions to create a fun and balanced system
  - I learned prototyping within time constraints and balancing competitive game systems

- **Bearoness** *(spring 2015)*
  - 3D isometric stealth game made in Unity
  - Player controls a princess turned into a bear who needs to lift the curse by finding true love
  - I led team of 5, made production schedules, assigned members tasks, and programmed the game
  - I learned to architect a 3D Unity game while juggling team dynamics and production schedules

- **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, performed rendering, and managed production
  - I learned to work with artists, follow the animation pipeline, and deal with changes to schedules

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