

Dave Yan

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Education

- **Carnegie Mellon University** (*Senior, Expected Graduation May 2015*)
 - o Bachelor of Science in Computer Science
 - o Minor in Art
 - o 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 at 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 at 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, network communication, and documentation techniques

Projects

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

Other Information

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