

Dave Yan

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Education

- **University of Southern California** (*Expected Graduation May 2018*)
 - o Master in Interactive Media and Games, GPA: 3.89
- **Carnegie Mellon University** (*Class of 2015*)
 - o Bachelor of Science in Computer Science

Skills

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

Experience

- **Software Development Intern • Autodesk** (*Summer 2016*)
 - o Researching the interaction language of VR to find productivity potential in a professional context
 - o I designed and programmed weekly prototypes that tackled unanswered questions in VR
 - o I learned how to work and communicate as both a designer and a programmer, perform self-directed ideations and prototyping, and leverage the strengths and weaknesses of the VR medium
- **Software Engineering Intern • Microsoft** (*Summer 2015*)
 - o Telemetry recording inside the Windows kernel
 - o I iteratively prototyped and tested multiple implementations based on performance impact and documented the final optimal solution
 - o I learned to do system level performance optimizations and work with teams on large codebases
- **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 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
 - o I learned the design and structure of software applications and usability testing procedures

Projects

- **The Curious Tale of an Unexpected Visit** (*Fall 2016*)
 - o 2D Sidescrolling Victorian-themed narrative game made in Unity
 - o I programmed the game, wrote interpreter for my own scripting language to improve design workflow, and created narrative system for generating procedural stories based on player choices
 - o I learned to design and code for scalability, and communicate effectively in heated design debates
- **Revision** (*Fall 2015 - Spring 2016*)
 - o Autobiographical meta-narrative game made in Unity
 - o I designed levels, programmed features, managed git repository, and led usability testing team
 - o I learned to work with a diverse team and conducting usability tests through the RITE method
- **Words** (*Spring 2014*)
 - o 3D animated short film (2 minutes) made in Autodesk Maya
 - 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

Other Information

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