Dave Yan

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Education

- **Carnegie Mellon University** (Expected May 2015)
- B.S. in Computer Science
- Minor in Art
- GPA: 3.40

Skills

- **Programming Languages**: Java, C/C++, Objective-C, Python, SML, Processing, Matlab, LaTeX, Bash, Actionscript, Javascript
- **Applications**: Photoshop, GIMP, Visual Studio, Xcode, Eclipse, Flash Builder, Matlab
- **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, programming with sockets, and communicating with people from other countries.

- **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

- **Mortis** (Fall 2013)

  Semester-long video game project made with XNA at CMU's Game Creation Society (GCS). The player controls Death to take and give lives to NPCs to solve puzzles. I worked as the art lead and managed a team of 8 artists. I organized workload distribution, communicated with members to hear their opinions, kept the visual style on track, and worked with the programming and design team to integrate our assets. I learned how to manage a team and merge their works into a finished product. This game won the GCS Gold award for the semester.

- **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.

Other Information

- Currently a U.S. Permanent Resident