

# Dave Yan

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## Education

- **University of Southern California** (*Expected Graduation May 2018*)
  - o Master in Interactive Media and Games, GPA: 3.92
- **Carnegie Mellon University** (*Class of 2015*)
  - o 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, Xcode, SQL Management Studio

## Experience

- **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
- **Research Intern • Human Computer Interaction Institute** (*Spring 2013 - Summer 2015*)
  - 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 backend, added functionality to its server, and analyzed the data we collected from running the app in classrooms in Japan
  - o I learned UX processes, iOS development, client-server communication, and data analysis

## Projects

- **Coyote** (*Fall 2015*)
  - o Board game about illegal immigration. It was played at Indiecade 2015
  - o I researched the topic for accurate representation, designed the rules, and ran playtesting sessions
  - o I learned prototyping within time constraints and modeling real life systems in the games medium
- **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

## Other Information

- Currently a U.S. Permanent Resident
- Full portfolio on [www.codingisart.com](http://www.codingisart.com)