SIYU CHEN

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SUMMARY

I am a new graduate student with strong computer science background. My past internship and academic experience were related to Game Development, Internet of Things (IoT), Data Science and Educational Technology. I like to learn new technologies and apply them in my academic or side projects. Currently working on independent game development in my spare time.

EDUCATION

Carnegie Mellon University — Pittsburgh, PA
Master of Educational Technology and Applied Learning Science | GPA: 3.92 — September 2017 – August 2018

University of Wisconsin-Madison — Madison, WI
Bachelor of Computer Science | GPA: 3.82 (graduate with distinction) — September 2013 – May 2017

PROJECTS

Story of the Unnamed — November 2018

- Developed an ARPG game using Unity3d independently within a week.
- Implemented the whole game logic frame, including the Inventory, Equipment, Skill, Battle, Interactable Objects and NPC system with easy-extension structures.

Capstone Project — Pittsburgh, PA
Carnegie Mellon University — May 2018 – August 2018

- Implemented an adaptive learning system that builds personalized learning path for each individual student by using the Bayesian-Knowledge Tracing algorithm.
- Implementation Techs: Angular 6 as the front-end framework, Material Design and Bootstrap for the styling. Spring Boot and MongoDB for the back-end. The whole project was served on Ali Cloud.

Interactive Data Science — Pittsburgh, PA
Carnegie Mellon University — February 2018 – May 2018

- Implemented "Dota2 Prediction", a website that predicts the winning side of Dota2 match using machine learning model (Logistic Regression), by training through a data set of 65000 matches.
- Implementation Techs: JavaScript for front-end and Python for the back-end. The website is served with flask, published on Heroku.

EXPERIENCE

Microsoft (Asia-Pacific) — Shanghai, China
Software Engineer Intern — May 2017 – August 2017

- Participated in the development of Azure IoT Developer Kit (Arduino) under Windows, Linux and MacOS system, including the installation and compilation.
- Built an intelligent Medical Kit/Case by implementing a mobile-app using Ionic3 frame (TypeScript) which interacts with the Developer Kit through Azure IoT hub.
- Won the second prize of Microsoft Hackathon in Shanghai district.

Shanda Games — Shanghai, China
Back-end Developer Intern — February 2017 – May 2017

- Participated in the "The World of Legend H5" server (Back-end) development: including the implementation of game logic, game log record and scripts, based on a mature Game server frame.
- Experienced the complete process through alpha to beta, and later updates.
- Cooperated with designer group, test group and product acceptance group during the whole development process.

SKILLS

Language: Java, C/C++, C#, JavaScript, TypeScript, Delphi (Object Pascal), Html5, CSS
Front-End Tech: Ionic 3, Angular 6, Material Design, Bootstrap
Back-End Tech: Spring Boot, Mongo Database, MySQL, Flask
Game Engines: Unity3d, Cocos2dx, Cocos Creator
Design: Adobe Illustrator, Adobe XD, Photoshop, Sketch, Lunacy