

luming hao

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objective

- seeking employment in software development
- Lehigh University double major in Computer Science/Music Composition
- special interest in interactive and creative technologies

experience

2013 - *Android Mobile Development Course*

- 12 week course at AVTech Institute of Technology
- featured topics: google maps, javascript integration, sqlite, publishing
- currently developing audiovisual project using related frameworks

2013 - *MobiLehigh Mobile Game Development Contest*

- created a mobile game for iOS, Android, and Windows Mobile
- minimalist shooting game where gameplay generates soundtrack live

2012 - *The Rotting Cartridge*

- tested and provided music assets for iOS game Kale in Dinoland (iOS)
- selected for Apple-curated New and Noteworthy
- composed original soundtrack nominated for Best Retro OST of the Year
- assisted in: feature design, use cases, marketing

2012 - *Class Projects*

- groovy/grails productivity suite with focus on agile development
- OpenGL implementation flocking behavior and 3d tree generation
- C implementation of processor emulation

skills

- c++ | java | python | objective c | lisp | html | css | javascript
- OpenGL | adobe suite | processing | max/msp | sibelius | ableton | protocols
- cs courses: design and analysis of algorithms | discrete mathematics | software engineering | computer engineering and architecture | theory of computation | operating system design | computer graphics

education

- Lehigh University May 2014
- BA Computer Science | BA Music Composition
- GPA 3.42

achievements

- Dean's Merit Scholarship
- National AP Scholar
- Nominated Square Enix Music Online 2012 Best Score - Retro/Remixed
- Henderson Braddick Composition Prize 2013
- University Forum Student Research Grant 2013