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 | protools
* 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