TRL

Ruolan (Ellie) Tang
Coder and artist

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EDUCATION

Brown University   *Expected graduation: May 2019*

M.S. in Computer Science

Zhejiang University   *Sept. 2013 – Jun. 2017*

B.E. in Digital Media Technology
GPA: **3.94** /4.0

RELEVANT COURSEWORK

○ Computer Game Programming
○ Computer Graphics
○ Computer Animation
○ Computer Vision
○ Fundamentals of Character Design
○ Human-Computer Interaction
○ Object-oriented programming
○ Data Structures and Algorithms

WORK EXPERIENCE

Game Design Intern   NetEase Games (*China*)   *Jul. 2016 – Sept. 2016*

Participated in the generation of game scripts and storyboards for the PC-based MMORPG game *NISHUIHAN*. (http://n.163.com/)
Designed role-play mechanics, gameplay, wrote related AI scripts.

PROJECTS

Interactive VR project   (Unity3D + HTC Vive)   *Mar. 2017 – Jun. 2017*
This personal project aims to introduce the scientific knowledge of the evolution of the universe, from the Big Bang to the formation of earth and moon through VR technology, to provide an immersive and interactive experience for the users.

Ray Tracing Implementation (C++)   *Nov. 2017*
Wrote a fully functioning recursive ray tracer. Shoot out rays from the eye of a camera and calculate intersections with primitives in a scene using their implicit equations. Supports reflections, shadows, texture mapping, and some other more complicated rendering techniques.

3D indoor modeling based on openGL and openCV (C++)   *Oct. 2014 – Jan. 2015*
Capture linear features from an uploaded 2D architecture drawing.
Automatically generate a 3D house model based on the 2D drawing.

"Cube" - video game (Unity3D)   *Sept.2016 - Oct. 2016*
In this game, the protagonist who had lost all emotions would travel through all six sides of the cubic world to retrieve its lost emotions. I was responsible for setting game background, designing gameplay, writing gameplay code and modeling.

"Cololing" -video game(Unity3D)   *Jul. 2016 – Sept. 2016*
An indie game that combines the gameplay of color detecting with racing.
Personal project. I designed gameplay, wrote all game logic in C#, made game art assets.

"Fly" - Gravity sensor mobile game (Cocos2d-x)   *Sept.2015 - Oct. 2015*
A mobile game that combines the gameplay of avoiding obstacles with gravity detection.

SKILLS

MAYA		UNITY3D	
BLENDER		PYTHON	
C++		SHADER	