CHAORAN LU

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EDUCATION

University of Southern California, Los Angeles, CA   05/2017
M.S., Computer Science
M.S., Chemical Engineering (Already Been Awarded)

Shanghai University of Electric Power, Shanghai, PR CHINA
B.E., Chemical Engineering   07/2013
[Areas of Concentration: Applied Chemistry for Power Plant]

WORK EXPERIENCE AND SOCIAL SERVICE

Software Engineer Internship at ANTVR (Working Remotely)   01/2016 – now
• Tested and worked a cell phone version VR game prototype using Unity3D;
• Helped the company exhibit at CES2016 in Las Vegas;
• Be in charge of demoing ANTVR's latest version of headset system 'holodeck' at CES.

Exhibition Assistant at E3-2015 for ANTVR (High-tech Virtual Reality Start-up in Beijing PR China), LA   06/2015 – 06/2015
• Prepare and tested the VR head-set exhibited at E3(Electronic Entertainment Exhibition) 2015;
• Introduced both the hardware and software products to the visitors, developers and investors;
• Help the company negotiate with potential business partners.

Student Worker at USC: Seeds Market Place in Ronald Tutor Campus Center, LA   11/2014 – 11/2015
• Assisted in daily administrative work, develop event agendas, and participate in publicity events;
• Greeted customers and visitors and provided quality services to dinners.

Chemical Engineer Internship at Shidongkou No.2 PowerPlant, Shanghai, PR CHINA   12/2012 – 01/2013
• Conducted daily analysis chemistry experiments under the supervision of the senior lab engineers;
• Monitored the operation condition of the supply water treatment systems;
• Trained to assemble and overhaul pumps and valves and learnt to use the PLC.

Student Volunteer at China Maritime Museum, Shanghai, PR CHINA   07/2011 – 09/2012
• Introduced exhibition highlights to the audience and increased their knowledge of maritime life;
• Analyzed audience data based on questionnaires and assist the manager's daily work.

RESEARCH AND PROJECT EXPERIENCE

VIRTUAL REALITY MOBILE GAME DEVELOPMENT AT GAMEPIPE LAB: 01/2016 – 05/2016
[University of Southern California, Los Angeles, CA]
[Advisor: Prof. Michael Zyda]
• Completed Unity5: 3D Essential Training and got the Lynda Certificate;
• Implemented google cardboard SDK and coded a VR endless run game on IOS using C# & Java script;
• Made a website of the game using HTML/CSS, Bootstrap and Amazon Web Service.

RESEARCH VOLUNTEER IN 3D-PRINTING LAB:
Hearing Aid Printing Improvement Research   05/2015 – 08/2015
[University of Southern California, Los Angeles, CA]
[Advisor: Prof. Yong Chen]
• Coded C++ and Used K-motion controller to control a step motor to give motion to a tank of photo-curable resin;
• Coating a PDMS membrane to the tank to improve the curing process;
• Conducted series of experiments to determine the optimal parameters to fabricate a hearing-aid.