Tina Han

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology, May 2020

University of Toronto, Toronto, ON, Canada
BASc in Engineering Science, majoring in **Electrical and Computer Engineering**, Nov 2017

SKILLS

Software, APIs, Platforms: Unity 3D, Android Studio, Autodesk Maya, Houdini, Substance Painter, OpenCV, OpenGL ES, AR Foundation, Git, Perforce, Shotgun, VR, AR, Oculus Rift, Vive, Meta 2 AR, Kinect, Agile SCRUM
Proficient languages: C++, Python, C#, Java, C, Mandarin Chinese

ACADEMIC PROJECTS

Programmer, Co-producer, Jan. – May 2020
Interactive Theatre - Entertainment Technology Center, Carnegie Mellon, Pittsburgh
Led team of three programmers and tech artists, worked with co-producer and artist. Worked with professional writers to design interactive experiences exploring technology in theatre. Created software for two one-week rapid prototypes for mobile and desktop with custom user controls for testing experimental interactive theatre games.

VR software developer, Co-producer, Sept. 2019 – Jan. 2020
My Voice, My Choice program - Highmark Health and Entertainment Technology Center, Carnegie Mellon, Pittsburgh
Led team of five with second co-producer in developing VR software for client to aid assertive resistance training for young women. Designed software architecture and coded builds along with second programmer. Set up client meetings and tailored software behavior to client needs. Coordinated 360 video footage shooting sessions.

Artist, Writer, Game developer, Jan. – May 2019
PicoCTF 2019 Web Game - CyLabs and Entertainment Technology Center, Carnegie Mellon, Pittsburgh
Worked with team of four creating 2D web game for computer security competition. Collaborated with two other programmers as needed and during crunch time coding game functionality. Laid out game levels according to designer specifications and in response to user tests and client feedback. Wrote game story and wrote scripts for streamlining content updating. Created all pixel art sprite sheets and iterated artwork based on client feedback.

Game developer, Sept. 2018
Building Virtual Worlds - Entertainment Technology Center, Carnegie Mellon, Pittsburgh

Collaborated with five-person teams of programmers, artists, and sound designer to create five virtual reality experiences on VR, AR, or other mixed platforms, each completed rapidly in one to three weeks. Worked in Unity and built custom user controls. Three experiences selected for end of semester festival.

EXPERIENCE

Android Software Developer, Sept. 2014 – Sept. 2015
ModiFace Inc., Toronto, Canada

Nail Polish Kiosk: Developed custom nail polish simulation image enhancement application with a three-person team over six-months. Installed finished software for client prototype. Helped develop custom hand and nail tracking with C++ and OpenCV. Wrote shaders to draw simulated nail polish on real-time images.

Wedding Dress Studio App: Developed Android application that decorates and molds 2D images of wedding dresses using OpenGL ES. Submitted app to Google Play. Pushed bug fixes.

Lakmé Makeup Pro App: Developed Android application with a three-person team for applying enhancements to images and real-time videos. Provide support for designers to add assets and adjustments to the application behavior.

HOBBIES   Harry Potter, background acting, digital painting