Tian Lan welkinlan.com

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OBJECTIVE

Seeking full-time job as a Software Developer
Passionate about using technology to improve people's lives

EDUCATION

Texas A&M University, College Station, TX

M.S., Computer Science, *GPA:* 3.8/4.0   *Expected:* August 2015
- Thesis Topic: *Teaching Self-regulation with casual biofeedback games as a nutrition education and obesity prevention strategy for children*

Tianjin University, Tianjin, China

B.Eng., Software Engineering, *GPA:* 83/100   June 2013
B.A., English language and literature, *GPA:* 82/100   June 2013

SOFTWARE SKILLS

Programming Languages - Java, Python, PHP, JavaScript, Matlab, C#, C++
Mobile Computing - Android, Unity 3D, Windows Phone
Web development - HTML/CSS/JS, Django, Bootstrap
Operating System - Ubuntu, Mac OS, Windows 8
Tools - Eclipse, IntelliJ, PyCharm, Matlab, MySQL, Xcode

WORK EXPERIENCE

Graduate Research Assistant, PSI lab, TAMU   Aug 2013 to present

Advisor: Ricardo Gutierrez-Osuna, Ph.D
Research Area: Human-Computer Interaction, Biofeedback games, sensors

Software Developer Training, Standard Chartered Bank   Aug 2012 to Oct 2012

Acted as the front-end designer and implementor of an enterprise website built with Spring MVC and Hibernate, conducted in SCRUM agile development method. Certificated as the **"Best UI Designer"**.

SELECTED PROJECTS

Health Ninja, PSI lab - *Unity, 3D Models, Android, Biofeedback*   Feb 2014 to Present
- Developed a game to combine health education and biofeedback for childhood obesity
- Integrated the game with sensor and adapted the game dynamically via physiological data
- Conducted user studies and designed experimental protocols

Speech Therapy System, PSI lab - *Android, LAMP,*   Aug 2013 to present
- Developed the native client for Android to replace the original web-based client. Greatly enhanced the responsiveness and robustness of the mobile client
- Designed offline data storage and meta data transfer to eliminate bandwidth issues
- Collaborated work with teams in Doha and Sydney

Flappy Voice, PSI lab - *LibGDX, Android, Speech processing*   April 2014 to Present
- Developed an interactive game as a speech visualization tool to facilitate acquisition of speech skills. Implemented a smoothing filter to map vocal loudness into the bird's position
- Designed the game customizable by therapists to meet different needs of individual children

Race Detection for Android, TAMU - *Android, Data race, Event-Driven* Oct 2014 to Present
- Investigate on techniques and tools for data race detection for Android system.
- Implement a race detector and evaluate it with open source Android apps.

SELECTED PUBLICATIONS

1. **Tian Lan**, Sandesh Aryal, Beena Ahmed, Kirrie Ballard, and Ricardo Gutierrez-Osuma, 2014. *Flappy Voice: An Interactive Game for Childhood Apraxia of Speech Therapy.* CHI PLAY 2014.