Tian Lan **welkinlan.com**

CONTACT INFORMATION
302 Ball St Apt J312
College Station, TX 77840
979-703-0268
welkinlan@gmail.com

OBJECTIVE

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

EDUCATION

Texas A&M University, College Station, TX

M.S., Computer Science, *GPA:* 3.7/4.0 *Expected:* 08/2015

- 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 07/2013
B.A., English, *GPA:* 82/100 07/2013

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 Server, Mac OS, Windows 8
Tools - Eclipse, IntelliJ, PyCharm, Matlab, Visual Studio, MySQL, Xcode, Git

WORK EXPERIENCE

Graduate Research Assistant, PSI lab, TAMU 09/2013 to present

Advisor: Ricardo Gutierrez-Osuna, Ph.D
Research Area: Human-Computer Interaction, Biofeedback Games, Health Systems

Software Developer Internship, Standard Chartered Bank 08/2012 to 10/2012

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, Android, Biofeedback* 02/2014 to Present

- Independently developed a mobile game to integrate health education into biofeedback treatment for childhood obesity.
- Designed algorithms to dynamically adapt the game scenario based on physiologoical data.
- Designed experimental protocols and conducted user studies at local children community.

Speech Therapy System, PSI lab - *Android, PHP, LAMP* 08/2013 to present

- In charge of the development side of a speech therapy system for child apraxia speech. Collaborated with teams in Doha and Sydney.
- Developed the native Android client to replace the original web-based client. Greatly enhanced the responsiveness and robustness of the mobile client
- Developed the server side for data storage, processing and transmission. Implemented the web interface for clinical use. Designed offline data storage scheme to eliminate bandwidth issues

Flappy Voice, PSI lab - *LibGDX, Android, Speech processing* 04/2014 to Present

- Independently developed an interactive mobile game as a speech visualization tool to facilitate acquisition of speech skills. The game is designed customizable by therapists for clinical use.
- Designed algorithms for accurate loudness extraction with smoothing filter.

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.