Tian Lan **Portfolio: welkinlan.com**

CONTACT INFORMATION
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OBJECTIVE

Seeking full-time job as a Software Engineer
Passionate about applying ubiquitous computing to improve people's lives

EDUCATION

Texas A&M University, College Station, Texas, USA

M.S., **Computer Science**, *GPA:* 3.75/4.0 *Expected:* 12/2015

- Thesis Topic: *Teaching deep breathing and nutrition knowledge with casual biofeedback games 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, 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, Git, PyCharm, Matlab, Visual Studio, MySQL, Xcode

WORK EXPERIENCE

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

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

Software Developer Internship, Standard Chartered GSSC, China 08/2012 to 10/2012

Acted as the front-end designer and developer of an J2EE website built with Spring MVC and Hibernate, conducted in SCRUM agile development method. Certificated as the **"Best UI Designer"** among all internships.

SELECTED PROJECTS

Health Ninjas, PSI lab - *Unity 3D, Android, Wearable Sensor* 02/2014 to Present

- Independently developed an effective and developmentally-appropriate biofeedback game that teaches children deep breathing and nutrition knowledge.
- Collaborated with user study teams in U.K to explore the impact of subtle biofeedback cues v.s. forceful reinforcement for children.

Speech Therapy System, PSI lab - *Android, PHP, Ubuntu Server* 08/2013 to 05/2015

- In charge of the development team of a speech therapy system for child apraxia of speech. Collaborated with teams in Doha and Sydney.
- Independently 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 automated report functionality. Designed offline data storage scheme to eliminate bandwidth issues.

Flappy Voice, PSI lab - *LibGDX, Android, Speech processing* 04/2014 to 05/2015

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

SELECTED PUBLICATIONS

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