Mingqi(Ariel) Tan

https://ruby0412.github.io/

mingqit@andrew.cmu.edu
(207) 228-5963

I am actively looking for Co-op in Fall 2019 and Fulltime in 2020.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center(ETC)   Pittsburgh, PA   08/2018 – 05/2020
Master of Entertainment Technology   GPA: 3.62
- Courses included: Algorithms, Building Virtual World (AR&VR), Web Application Development

University of Wisconsin Madison   Shanghai, China   09/2008 – 07/2012
Bachelor of Science, *Computer Science*   GPA: 3.33
- Courses included: Data Structure, Algorithm Analysis, Operating Systems, Computer Graphics, Java Programming, Artificial Intelligence, Cryptography, Linear Optimization, Software Development

Bachelor of Science, *Applied Math*
- Courses included: Theory of Probability, Differential Equation and Linear Algebra, Calculus, Numerical Methods

SKILLS

- Programming Languages: Java, C/C++, C#, JavaScript, Python
- Technical Skills/Platform: Unity, Node.js, WebGL, Linux, HTC Vive(VR), Meta 2(AR)
- Design Related Software: HTML5&CSS, Adobe Premiere, Photoshop, Illustrator

WORKING EXPERIENCE

Game Developer at Alchemie   Troy, MI   06/2017 – Present
- Converted several Unity based games into web VR applications using mostly Babylon.js
- Extended and Improved UI features and fixed bugs with internal-production codebase
- Test driven development with jasmine in pair programming style

Instructor of Information Technology Academy   Madison, WI   01/2017 – 05/2018
- A pre-college technology training academy prepare students for college level STEM education.
- Made lessons plan and taught Courses such as Intro to Operating System and Programming with Python.
- Held office hour at least 5 hours a week and discussion session once a week.

Software Engineer Internship at China Telecom Corporation Limited   Shenzhen, China   06/2016 – 07/2016
- Used JavaScript to transform a static web page into a responsive and dynamic one
- Tracked the Java code in eclipse, using object-oriented programming and testing
- Developed demo in collaboration with team to present to leadership

PROJECTS

Piggy Banksy: Opening Game for Games For Change Festival attendees   New York, NY   01/2013 – 03/2013
- Tech Led an interdisciplinary team of 6 to develop a IPad game about art and civic engagement for 50-100 people to play together at a festival for serious games held in Parson School of Design.
- Utilized Firebase as backend tool connecting web and app to the database, and developed native app with Swift and web page with JavaScript (https://game4change.github.io/)
- Used transformational framework to design a networked multiplayer experience that encourages players to find their inner rebel and create the changes they want to see in the world.

Building Virtual Worlds   Pittsburgh, PA   08/2018 – 12/2018
- Worked as Game Designer and Programmer in changing multi-disciplinary teams.
- Utilized Unity with C# to program AR&VR game for different kinds of devices such as Xbox and HTC Vive
- Rapid iterations on non-traditional inputs using faculty and peer feedback

Helping Hands: Mobile Application Development for Collaboration Finder   Madison, MI   08/2017 – 12/2017
- The app allows UW-Madison students to create a profile which includes their education, skills and interests as well as any other extracurricular skills they have, and match students, UW faculty and staff based on the information found on the profile as well as a project they would like to collaborate on.
- Used ionic Framework to ensure developing a high-quality cross-platform app
- Coded in Typescript HTML&CSS and Jasmine for unit testing

Simulation and Optimizing of the Instruction Pipeline of CPU   Madison, MI   09/2013 – 12/2013
- Implemented a client and server that communicate through a shared memory page to display statistics about the client processes with C using vim in Linux and debug with gdb.
- Used mutex lock for mutual exclusion between processes and catch signals (such as SIGINT) with a signal handler