

Dave Yan

hello@codingisart.com • 281-857-9388 • www.codingisart.com

Education

University of Southern California

M.F.A. in Interactive Media and Games, *Expected Graduation May 2018*

Carnegie Mellon University

B.S. in Computer Science, *Class of 2015*

Skills

Languages	Tools	Skills
C#, C++, Python, Java, Lua, GLSL, MEL, Haskell, Objective-C, SQL	Unity, Maya, Photoshop, Git, Stingray, Visual Studio, Xcode	Game design, rapid prototyping, VR, animation, usability testing, bridging designers & engineers

Work

Software Engineering Intern • Google (*Summer 2017*)

- Build feature to dynamically inject shader code into Google Earth's renderer for data visualizations
- I implemented the feature and created geographical visualizations to showcase its possibilities
- I learned to build on top of a complex application, write optimized graphics code, and create impactful shader visualizations that provide key insights into aspects of our planet

Software Development Intern • Autodesk (*Summer 2016*)

- Researched the interaction language of VR to find productivity potential in a professional context
- I designed and programmed weekly prototypes that tackled unanswered questions in VR
- I learned how to work and communicate as both a designer and a programmer, perform self-directed ideations and prototyping, and leverage the strengths and weaknesses of the VR medium

Software Engineering Intern • Microsoft (*Summer 2015*)

- Implemented telemetry recording inside the Windows kernel
- I iteratively prototyped and tested multiple implementations based on performance impact and documented the final optimal solution
- I learned to do system level performance optimizations and work with teams on large codebases

Projects

The Curious Tale of an Unexpected Visit (*Fall 2016*)

- 2D Sidescrolling Victorian-themed narrative game made in Unity
- I programmed the game, wrote interpreter for my own scripting language to improve design workflow, and created narrative system for generating procedural stories based on player choices
- I learned to design and code for scalability, and communicate effectively in heated design debates

Revisions (*Fall 2015 - Spring 2016*)

- Autobiographical meta-narrative game made in Unity
- I designed levels, programmed features, managed git repository, and led usability testing team
- I learned to work with a diverse team and conducting usability tests through the RITE method

Words (*Spring 2014*)

- 3D animated short film (2 minutes) made in Autodesk Maya
- I made the storyboard, conducted motion capture, performed rendering, and managed production
- I learned to work with artists, follow the animation pipeline, and deal with changes to schedules

Other Information

Is a U.S. Permanent Resident

Full portfolio on www.codingisart.com