

# Longyi Cheng

Unity3D Engineer

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## Education

- Carnegie Mellon University** 08/2016 – 05/2018 Pittsburgh, PA, USA
- Entertainment Technology Center (Master, concentrates on Game Development)
  - Coursework: Technical Art, Intro to Maya, Computer System, Data Structures, Web Development
- Communication University of China** 09/2010 – 07/2014 Beijing, China
- Digital Media (Bachelor, ranked 3rd among 41 students, postgraduate recommended)

## Skills

### Game Development

- Proficient in Unity and C#, experienced with VR/AR game development on iPad, Oculus and HTC Vive
- Proficient in gameplay programming on C/C++, JavaScript, ActionScript, familiar with data structures and algorithms
- Proficient in Maya modeling, familiar with Maya scripting on MEL and Python

### Web Development

- Proficient in HTML, CSS, JavaScript, familiar with front-end development on Angular, Bootstrap, jQuery, WebGL
- Proficient in Django, familiar with back-end development on Python, Java, PHP, MySQL

## Experience

- CMU ArtFab** 05/2017 – 09/2017 Pittsburgh, PA, USA
- Software engineer intern, developed a browser-based VR storytelling tool
  - Focused on web front-end development with Angular, implemented new UI features
  - Researched on WebGL, optimized performance by reducing 3D rendering memory usage
- Harper's BAZAAR** 02/2014 – 05/2014 Beijing, China
- Software engineer intern, developed a fashion newsfeed mobile app
  - Focused on back-end development using PHP, implemented basic functions for editors to retrieve data

## Projects

- Isle of Quark** 02/2018 – 05/2018 Pittsburgh, PA, USA
- An academic team project, created a 3D puzzle sandbox game that inspires teenagers to program
  - Focused on Unity UI programming, implemented drag-and-drop HUD UI and visualized back-end data
- Trash Trader** 09/2017 – 12/2017 Pittsburgh, PA, USA
- An academic team project, developed a multi-player game on iPad, which is published to App Store
  - Focused on Unity gameplay programming, worked closely with artists, implemented iPad interaction and UI
- Bubbles** 08/2011 – 04/2017 Pittsburgh, PA, USA
- A personal game project, developed an award-winning game works on both browser and mobile devices
  - Started with a HTML5 prototype I created in a game jam, I wrote the game logic in JavaScript, used Django to store data, then I polished and transferred the game from browsers to mobile devices by ActionScript and Adobe Air
- Building Virtual Worlds** 08/2016 – 12/2016 Pittsburgh, PA, USA
- A project-based coursework, finally finished five VR game prototypes in one semester
  - Worked as a Unity programmer in teams, took charge of Unity gameplay programming on different platforms including Oculus Rift, Leap Motion, HTC VIVE, Amazon Echo and Jam-O-Drum

## Activities

- Carnegie Mellon University** 05/2017 – 05/2018 Pittsburgh, PA, USA
- Research assistant in Human-Computer Interaction Institute, developed an online peer feedback system
  - Teaching assistant for Twitch Plays Game Design course, helped students work with Unity and AWS
- Apple Store** 11/2014 – 01/2016 Beijing, China
- Part time specialist in Apple Store Sanlitun, provided technical supports for customers
- SIGGRAPH Conferences** 11/2012 – 11/2015 Singapore, Japan & China
- Student volunteer team leader at SIGGRAPH ASIA, assisted conference committee and exhibitors

## Awards

- Second Prize in Google 2013 The 4th Android Student Developer Challenge
- First Prize in the 7th China National Information Technology Application Competition
- Merit Student Award in Communication University of China in 2013-2014, 2012-2013 academic years (twice)