

Longyi Cheng

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Education

Carnegie Mellon University	08/2016 – 05/2018	Pittsburgh, PA, USA
Entertainment Technology Center (Master of Entertainment Technology, GPA: 3.65)		
Coursework: Web Application Development, Data Structures, Cloud Computing, Building Virtual Worlds		
Communication University of China (CUC)	09/2010 – 07/2017	Beijing, China
International Journalism and Communication (Master of Arts, graduate in 2017, GPA: 3.79/4)		
Digital Media Art (Bachelor of Arts, graduated in 2014, ranking: 3/41)		

Skills

Web Front End Development

Proficient in HTML, CSS, JavaScript, jQuery, AJAX

Web Back End Development

Familiar with Java, Python, Django, PHP, CodeIgniter, MySQL

Game Development

Familiar with Adobe Air, ActionScript, Unity, C#, Maya, Oculus Rift, Leap Motion, HTC VIVE

Experience

Harper's BAZAAR	02/2014 – 05/2014	Beijing, China
Programmer intern, developed PHP backend systems for mobile apps		
Anhui USTC iFLYTEK Co., Ltd.	01/2014 – 02/2014	Hefei, China
Associate product manager intern, collected user feedback and did market research		
GeekPark.net	07/2011 – 11/2012	Beijing, China
Programmer intern, developed websites, organized off-line activities and produced videos		

Projects

15637 Social Network	01/2017 – 02/2017	Pittsburgh, PA, USA
A project for the Carnegie Mellon University 15637 Web Application Development course. Developed a Twitter-like social network individually in 1 month. Achieved features including user registration and authentication, input validation, photo upload, quasi-real-time updates, and follow system. Covered both front end and back end development on HTML, CSS, JavaScript, AJAX, Python, Django, and finished all of them individually.		
Building Virtual Worlds	08/2016 – 12/2016	Pittsburgh, PA, USA
A project-based coursework requires a small team combined with programmers and artists together, in only two weeks for each round, creates a new world quickly, creatively and collaboratively. I was a programmer in each team, handled Unity gameplay programming on different platforms including Oculus Rift, Leap Motion, HTC VIVE, Amazon Echo and Jam-O-Drum, finally finished 5 different VR games and art experience in 1 semester.		
Circles	10/2013 – 12/2013	Beijing, China
A mobile game inspired by Osmos. It started with a web game demo finished in HTML5, then was moved onto iPad by Adobe Air and ActionScript, finally polished on Android tablets also by Adobe Air. The player moves a scalable circle with the accelerometer in a battlefield, absorbs the smaller, avoids or attacks the bigger with special skills. I was the lead programmer, designed special skills of attack and defense, wrote the game logic in JavaScript, and then transferred and modified the game from web to mobile devices using ActionScript.		

Activities

SIGGRAPH Conferences	11/2012 – 11/2015	Singapore, China & Japan
Student volunteer team leader at SIGGRAPH ASIA, assisted organizers and exhibitors		
China International Student Animation Festival	10/2010 – 10/2014	Beijing, China
Team leader of student volunteers, provided technical support		
Digital Media Art Class of 2014 in CUC	09/2010 – 02/2013	Beijing, China
Teaching assistant, dealt with daily events and organized collective activities		

Awards

TOP 10 Student Volunteers in SIGGRAPH ASIA 2013
Second Prize in Google 2013 The 4th Android Student Developer Challenge
First Prize in the 7th China National Information Technology Application Competition
Merit Student in Communication University of China in 2013-2014, 2012-2013 academic years (twice)
First Class (top 10%) Scholarship in Communication University of China in 2012-2013 academic year
Excellent Student Leader in Communication University of China in 2010-2011, 2011-2012 academic years (twice)