

Longyi Cheng

Web / Game Developer

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Education

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

Skills

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

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

Experience

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| 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

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| 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 | | |
| 15637 Social Network | 01/2017 – 02/2017 | Pittsburgh, PA, USA |
| • An academic solo project, developed a Twitter-like social network individually | | |
| • Implemented features including user registration and authentication, input validation, photo upload, quasi-real-time updates, and following system, covered both front-end and back-end development | | |
| Circles | 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

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| 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, help 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

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- First Prize in the 7th China National Information Technology Application Competition
 - Second Prize in Google 2013 the 4th Android Student Developer Challenge
 - First Class (top 10%) Scholarship in Communication University of China