Ruili Tang

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Objective: Seeking a 2018 Software Engineering Intern

Education

Carnegie Mellon University, Entertainment Technology Center | Pittsburgh, PA   05/2019
  Master Degree in Entertainment Technology

Union College | Schenectady, NY   06/2017
  B.S. Double major in Computer Science and History

Related Courses :			
	• Compiler	• Programming Languages	• Data Mining
	• Software Design	• Multi-Threaded System	• Computer Graphics
	• Algorithm	• Data Structure	• Natural Language Processing

Academic Projects

Building Virtual World, Entertainment Technology Center, Artist & Programmer   Fall 2017

- Modeled, textured, rigged and animated human/animal characters.
- Had experience in gameplay scripting in Unity3D.
- Constructed VR/AR worlds using Vive, Hololens, and Oculus Touch in a team of five.

• The Gallery	Vive with Controller	A virtual art experience, in which the virtual world exactly maps the real world gallery we built, and in which the guests can step into the famous paintings, and fix puzzles.
• Nighty Night	PC	A simple horror game made for Asylum Game Jam 2017. The player controls a little girl, whose mom has passed away, to overcome her fear.
• Angry Chicken	Vive with Controller	A giant nuclear chicken mother lost her eggs due to a scientific research. She is on her way to revenge by smashing the city and find her eggs back.

Senior Capstone Project: Multi-Agent Simulation of the Battle of Ankara, Union College   04/2016 – 06/2017

- Designed the mechanism of the multi-agent simulation focused on historical accuracy in C++.
  Built data mining models in WEKA to analyze 4312 results generated by the simulation. The model aimed to study the association between the major but controversial causes of Ottoman's defeat, which are argued by the historians, and the battle result.
- Examined statistical results, and analyzed the tipping points of the battle.

Experience

Shijiazhuang Success Electro-Mechanics Co.Ltd, China

Website Development   06/2015 – 09/2015

- Designed website structure and interface focused on easier maintenance and more functionalities.
- Developed front end site using HTML and CSS.

Skills

Programming: C++, Java, Python, C, C#, PyOpenGL, Unity3D.

Modeling and Drawing: MAYA, ZBrush, Cinema4d, Rhino, Photoshop, Concept Sketching.

Data Analytics & Source Control: LaTeX, Weka, R, Git, Perforce.