

# Yonglin Zhang

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## OBJECTIVE

To obtain a software engineer internship for Summer 2017.

## EDUCATION

**CARNEGIE MELLON UNIVERSITY, PITTSBURGH, PA | MAY 2018**

- Master of Entertainment Technology, GPA:3.65

**DONGHUA UNIVERSITY, SHANGHAI, CHINA | JUNE 2015**

- Bachelor of Educational Technology, GPA: 3.76
- Related coursework: Program Design, Data Structure, The Development of Website

## SKILLS

- **Programming Languages:** C#, Java, ActionScript 3.0, HTML, CSS, JavaScript, ASP.Net, jQuery
- **Software:** Unity3D, Visual Studio, Eclipse, Dreamweaver, Photoshop, Illustrator, Flash

## ACADEMIC PROJECTS

**COLONIAL SCHOOL PROJECT, PROGRAMMER | CMU | JAN. 2017 - PRESENT**

- Developing iPad games for kids from K12 school in order to facilitate their awareness of mathematics.

**BUILDING VIRTUAL WORLD, PROGRAMMER | CMU | SEPT. 2016 - DEC. 2016**

- Participated in the design and creation of five 3D/2D games, each completed in less than three weeks with different five-person teams from different countries.
- Developed [Earth Defense](#) on HoloLens, successfully integrated improvisational acting with gameplay.
- Developed [Dragon Fall](#) on Oculus Rift and PS MOVE, iterated four times for a good VR RTS experience

## EXPERIENCE

**SOFTWARE DEVELOPER | ECNU, SHANGHAI, CHINA | SEPT. 2015 - JUN. 2016**

- Developed In-class teaching platform for the university. It established connection among electronic whiteboard and students' tablets. This WPF software includes in-class exam system and whiteboard software. Skills: WPF(C#), WCF, HTML, CSS, JS, jQuery

**WEB ENGINEER | CHENGDU HUAYING EDUCATION GROUP, CHINA | DEC. 2014 - MAR. 2015**

- Web development of [huaying.me](http://huaying.me). Responsible for the entire site construction work, including front end (HTML5), back-end and data construction, etc. Skills: ASP.NET(C#), HTML, CSS, JS, jQuery, SQL Server.

**COURSEWARE DEVELOPER | VOLVO CONSTRUCTION EQUIPMENT, CHINA | DEC. 2014 - MAR. 2015**

- Served as programmer and courseware designer in two E-learning courseware projects developed by ActionScript 3.0 and Flash. Skills: ActionScript 3.0, Flash, Illustrator, Photoshop

## PERSONAL PROJECTS

**I AM AN ENZYME | SHANGHAI | OCT. 2015 - NOV. 2015**

- [I AM AN ENZYME](#) is made by HTML5. I did all programming and graphic designing works. Doctors in Texas Tech University did field test for me, and I iterated the game due to feedback.

**LABEL PRINTER | SHANGHAI | JUN. 2014**

- [Label Printer](#) is a software which can do font setting, positioning and barcode creating on GUI, then translates to a specific machine language for label printer.