

My website:  
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# Lin Yan

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## OBJECTIVE

To obtain a position as a game developer (programmer) and contribute to the digital and interactive media industry

## QUALIFICATIONS

### Skill Set

- Unity3d, C#, C/C++, Flash and Actionscript 3.0, ShaderLab, Python, Panda3D, Maya, MELscript, OpenGL, GLSL, Matlab, Perl, PHP, MySQL, Assembly (Intelx86), VHDL, Adobe Photoshop, Perforce

### Professional Masters in Entertainment Technology, Carnegie Mellon University Anticipated Spring 2011 GPA: 3.75/4.0

- Asymmetrical Cooperative Gaming (ACG): Programmed the First-Person-Shooter and Racer modes, using the Unity3d engine, for the multiplayer game Fusion. <http://www.etc.cmu.edu/projects/acg/> and <http://www.fusionthegame.com/>
- Project Double-Click: Programmed educational Flash games and interactive website to encourage girls to be more interested in Science, Technology, Engineering and Math.
- The Yume Project: Designed and programmed an animation user interface for a humanoid robot, utilizing Maya, MEL and Python. <http://www.etc.cmu.edu/projects/actroid/>
- Programming Teaching Assistant (TA) for the Building Virtual Worlds course (Fall 2010)
- Programmed virtual worlds using the PlayMotion, Head Mounted Device and Jam-O-Drum
- One of these worlds, an interactive story called "Spare Parts", was selected for the Building Virtual Worlds Show 2009

### Game Programming Intern, Disney Interactive Media Group, North Hollywood Summer 2010

- Primary developer on several upcoming minigames and features for Disney's Toontown Online. Also contributed to game design and technical art on this project.

### Bachelor of Science, Computer Engineering, University of Illinois, Urbana-Champaign 2006 - 2009

- Graduated with Honors, College of Engineering James Scholar Honors Program
- Mathematics Minor
- Twice recipient of the Brian & Sophie Leung Merit Scholarship (2007-2008, 2008-2009)
- Specialized in Interactive and Production Computer Graphics Programming, Computer Vision, Image Processing, Robotics and Artificial Intelligence

### Senior Research with Professor Yizhou Yu, University of Illinois, Urbana-Champaign

- Implemented a smart edge-detection system (scale-space analysis) with color diffusion and edge segmentation, to extract diffusion curves from bitmaps. This method could be used to develop user-friendly digital software to assist artists in creating digital art.
- Image Compression by Linear Splines over Adaptive Triangulations. I improved the current image approximation algorithm, reducing computation time under certain conditions.

### IT Temporary Staff and Graphic designer, Aljunied Town Council, Singapore

- In charge of website design and management. Wrote PHP scripts for online forms and image galleries so that users could upload files onto the website and the database.

### GameBuilders, University of Illinois, Urbana-Champaign

- Joined as a freshman and learnt C++ while writing a space-shooter game for Open House

### Straight As for GCE A levels and O levels (Raffles Junior College, Nanyang Girls' High School, Singapore)