

JUSTIN OU YANG

Objective: Finding a full time position as a software engineer

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EDUCATION

Entertainment Technology Center (ETC), Carnegie Mellon University, Pittsburgh (PA) Aug '15 – Dec '16
Master of Entertainment Technology

School of Computing, National University of Singapore, Singapore (SG) Aug '13 – Dec '15
Bachelor of (Honours) Computer Science

SKILLS

Languages

C#, Java, C++, Javascript, Python, PHP, MySQL, Actionscript, CSS

Tools

Unity, Unreal Engine 4, OpenGL, Android, Git, Perforce,

EXPERIENCE

Software Engineer – *Viacom NEXT, New York* Feb '17 – Present
May '16 – Aug '16

- Developed multiple virtual reality (VR) and augmented reality (AR) experiences
- Designed system architectures to ensure extensibility and maintainability of projects
- Led other engineers to ensure high code quality and efficiency

Transformers: Cade's Junkyard

- Created a sandbox experience in AR on iOS using Apple's ARKit
- Accumulated 15,000 downloads and 2,000,000 views on the Apple Store
- Optimized codebase, draw calls and memory to maintain performance on iOS
- Improved on ARKit framework to increase accuracy of augmented surfaces and provide interactivity on multiple surfaces

Social VR Photobooth

- Built a social photobooth experience to capture mixed reality footage of co-located guests interacting with VR props
- Networked multiple systems locally using Photon Unity to provide real-time interaction between co-located guests
- Created a framework to synchronize events with aurally significant elements in music

Software Engineer – *Chorus Games, SG* May '14 – Jul '14

- Developed a project management system for a client using C#
- Designed a decoupled system to ensure extensibility and wrote a developer's manual to document the system's design for subsequent engineers

PROJECTS

VR Storytelling Exploration – *Gameplay Engineer/Game Designer, ETC* Aug '16 – Dec '16

- Created "Left Unsaid", an interactive VR story, in partnership with Oculus Story Studio
- Engineered gameplay using Unreal Engine 4 using a combination of Blueprints and C++
- Designed architecture to provide designers with a framework to build levels in the editor

EnergyLab – *Gameplay Engineer/Game Designer, ETC* Jan '16 – May '16

- Developed an interactive kiosk in a learning space for students
- Networked a kiosk with multiple input touch screens controlling a central display
- Designed game architecture and engineered gameplay, game flow, UI and networking