

Jiawen Liang

taobingxue@gmail.com (412)944-6398 <http://jiawenl.github.io/>

OBJECTIVE

- To find a summer 2016 internship as a Software Engineering.

EDUCATION

Entertainment Technology Center, Carnegie Mellon University, Pittsburgh PA anticipated May 2017
Master of Entertainment technology center

Institute for Interdisciplinary Information Sciences (Yao class), Tsinghua University, Beijing, China
Bachelor of Computer Science and Technology (graduated in July 2015)

- Related courses : Advanced Computer Graphics, Algorithm Design, Machine Learning, Data Mining.

SKILLS

Language : C/C++, Ruby, VC++, Python, C#, JAVA, R

Software : Unity, Photoshop

Others : Open CV, Open GL, Qt

INTERNSHIP

Software Development Intern in Hulu, Beijing Aug. 2013 - Jan. 2014

- Part of the web audience team
- Designed and implemented a log filter application with Ruby on Rails for logs on the basis of patterns found from logs using specific rules. This work made it feasible to efficiently select critical and representative URLs, which in turn can also help improve the rules used for the selection.

ACTIVITIES

ACM SIGMOD Programming Contest 2014 Mar. 2014

- A member of team 'blxlrsmb' who won the 4th place in this database competition. We implemented an efficient large social network analysis system, overcoming the major challenge to find nodes with top-k centrality in large graph.

Summer Practice, Tsinghua University Aug. 2013

- A member of a four-person team. We created an RPG game with RPGmaker. My main task was to create the system with RGSS. This game won the first place of Summer Practice, Tsinghua University.

Gold award of Asia-Pacific Informatics Olympiad(2nd in China) May. 2010

Silver award of National Olympiad in Informatics Aug. 2010

SELECTED COURSE PROJECT

Building Virtual World, ETC CMU Spring 2015

- Created five virtual worlds with Kinect, Oculus, Leap Motion, EyeGazer, Makey Makey in teams of five-two programmers, two artists, and a sound designer.
- Honed communication, teamwork, and rapid prototyping skills.

Advanced Computer Graphics, Tsinghua University Fall 2014

- Ray tracing includes Phong model, Monte Carlo path tracing, BSP-tree. (1st place in the class)
- A project on surface simplification using quadric error metrics.

Machine Learning, Tsinghua University Fall 2013

- A five-person team project 'facial-keypoints-detection' with python from Kaggle.

RESEARCH EXPERIENCE

Undergraduate research on Background Subtraction for Freely Moving Cameras Spring 2015

Undergraduate research on Music Emotion Recognition with machine learning Fall 2014