

Yang Shan

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CARNEGIE MELLON UNIVERSITY (CMU)

EDUCATION

- 2009-present** CMU Entertainment Technology Center (ETC)
Masters of Entertainment Technology
Expected Graduation Date: Spring 2011
The ETC master's degree is focused on extensive semester-long project courses where technologists and non-technologists work together to "produce artifacts that are intended to entertain, inform, inspire, or otherwise affect an audience/guest/player/participant."
- 2006-present** CMU School of Computer Science (SCS)
Current Major: Computer Science
Current Minor: Art
Special Courses: Building Virtual Worlds, Computer Graphics, Animation Art and Technology
Fall 2009 Cumulative GPA: 3.89

COURSE WORK

- 2009 fall** **Building Virtual Worlds**
Programmer for five 3D worlds coded using Panda3D and python and built on either the Playmotion shadow-recognition platform or the Head-Mounted Display (HMD) platform. Worked on teams with 3 other people – a modeler, texture artist, sound artist
- World Descriptions:
Fly Pilot (Playmotion) – the player rides a large fly, which travels on a rail, and must dodge obstacles by leaning left and right using his/her shadow
Portfolio Link: http://www.yangshangames.com/portfolio/fly_rider.html
- Cow Corral** (HMD) – the player is a cowboy on a horse who must throw a lasso to catch escaped cows
Portfolio Link: http://yangshangames.com/portfolio/cow_corral.html
- Late One Night** (Playmotion) – Producer; A zombie infestation game involving all students in ETC class of 2011. The player holds a flashlight and must focus the light on infected students
Portfolio Link: http://yangshangames.com/portfolio/late_one_night.html
- The Stagehand** (Playmotion) – A performance piece where the actor finds that shadows are alive. Shadow puppets made by the performer come to life on the screen
Portfolio Link: http://yangshangames.com/portfolio/shadow_horse.html

Served (Playmotion) – Producer; A two-player rhythm game inspired by *Elite Beat Agents*. The player uses his shadow to hit buttons and sliders in time with the music in order to mimic popular dance moves.

Portfolio Link: <http://yangshangames.com/portfolio/served.html>

2009 spring

Animation Art and Technology

Created an animated short using Maya with a team of 5 modelers. Modeled and animated a cartoon-style boy in one scene of a 3 minute animated short named “Artbot” – a story about an artist and a computer nerd working together to create a “beautiful robot”

YouTube Link: <http://www.youtube.com/watch?v=BK7FW-Vyam4>

Multimedia

Lead programmer and artist for a 2D tower defense game using Adobe Flash and ActionScript

Portfolio Link: http://yangshangames.com/portfolio/ninja_defense.html

INDEPENDENT GAME DEVELOPMENT

2006-2008 CMU Game Creation Society — programmer, artist, team-leader

Project Descriptions:

Super Ninja Go Jump – Co-producer and concept artist; 2D platforming game using C++

Portfolio Link: <http://yangshangames.com/portfolio/sngj.html>

Xtreme Ironing – Lead programmer; 2D puzzle game using C# and XNA

Portfolio Link: http://yangshangames.com/portfolio/xtreme_ironing.html

Squirrel Wars – Programmer; 2D turn based shooter game using C# and XNA

Portfolio Link: http://yangshangames.com/portfolio/squirrel_wars.html

EXPERIENCE

Microsoft Intern

2009 summer **Software Developer for Powerpoint 2010 Team**

Fixed Video Portability feature of PowerPoint 2010 for compatibility with QuickTime
Implemented fallback code that converts any video into WMV format using C++

2008 summer **Software Developer in Test for Live Search Answers Team**

Designed a new testing framework for Live Search Answers Test Team using C#

2007 summer **Explorer Intern in Subscriptions and Commerce Group**

Created 3 basic verification tests and an artificial intelligence for keyword recognition using C# and ASP.NET

CMU Campus Jobs

2006-2009 **Web Admin for Women@SCS Webteam**

Website: www.women.cs.cmu.edu

Worked on scripting for website admin forms, calendar backend, login sessions, and profile pages using PHP and MySQL

2009 spring

Class Assistant for Graph Theory

Graded homework and exams of students in Graph Theory Course

COMPUTER SKILLS

Programming ActionScript, C, C++, C#, CSS script, HTML, Java, JavaScript, MySQL, OpenGL, PHP, Python, T-SQL, XNA

Applications Microsoft Office, Microsoft Excel, Adobe Photoshop, Adobe InDesign, Macromedia Dreamweaver, Adobe Flash, Adobe Illustrator, Autodesk Maya