

WENLONG YAN

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Pittsburgh, PA
Link to Portfolio: wenlongyan.com

EDUCATION

Carnegie Mellon University (CMU)
Master of Entertainment Technology

Pittsburgh, PA
August. 2022– Exp. 2024

Hangzhou Dianzi University(HDU)
Bachelor of Digital Media Technology

Hangzhou, China
August. 2018 – June. 2022

SKILLS

Programming Languages

C#, C++, C, Javascript, HLSL, OpenGL

Technologies

Unity, Unreal, Visual Studio, Perforce, Git

RECENT PROJECTS

Building Virtual Worlds – A Series of Interactive Experiences

Sept. 2022 - Dec. 2022
CMU

Programmer

- Utilized Unity and C# on a team of 5 to create several interactive experiences in 2 weeks for each experience
- Based on different platforms and technologies (Oculus Quest2, Tobii Eye tracker, VIVE) to design and complete game systems and interaction behaviors.

Listen to me – A 2D Pixelated Horizontal Board Rouge-lite Game

May. 2022 - Jul. 2022
Passion Project

Programmer

- Collaborated with a team of 11 using Unity and C#
- Created a dynamic probability equipment drop system
- Developed a system for automatic saving, archiving and reading of files
- Established sets of level status and character status management systems

Bravery – A Two-player Asymmetrical Cooperative RPG Game

Aug. 2021 - Oct. 2021
HDU

Programmer | Designer

- Independently created and programmed RPG game using Unity and C#
- Developed a split-screen character operating system for keyboard & mouse or game pad
- Designed an automatic map generation algorithm for rougelike games
- Created VFX effects using Unity Particle System
- Independently designed and produced two combat levels

Tetris AI – An Artificial Intelligence Plays Tetris

Aug. 2021 - Oct. 2021
HDU

Programmer

- Collaborated with a team of 4 using C++ and SFML
- Developed a two-player version of Tetris
- Used deep learning to train artificial intelligence capable of infinitely playing standard rules Tetris.