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

Terratopia – A Interactive VR Experiences
Programmer, Designer

Sept. 2023 - Present
CMU

- Designed and implemented all interactive functionalities for players navigating the VR environment as a dolphin.
- Undertook multiple rounds of performance optimizations to ensure smooth gameplay and reduce motion sickness specifically for the VR experience.

Story Teller – A tool to transform traditional stories into interactive ones.
Programmer

Jan. 2023 - May. 2023
CMU

- Devised and executed an intuitive interaction event system, making it effortless for users without prior experience to craft interactive stories.
- Developed the ability for users to save and share their project files.
- Implemented features like asset import, size adjustment, rotation, and layer control, ensuring flexibility and convenience during the creative process.

Building Virtual Worlds – A Series of Interactive Experiences
Programmer

Sept. 2022 - Dec. 2022
CMU

- Utilized Unity and C# on a team of 5 to fast prototype 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
Programmer

May. 2022 - Jul. 2022
Passion Project

- 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