

# Ya-ching Chiu

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(626) 258-9639

Software Engineer

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**Objective** To obtain a full time position as a game engineer and user interface developer.

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## Education

- Expected 2010/05 Master of Entertainment Technology** ([link](#))  
Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
- A professional and terminal degree focusing on designing entertainment experience by teamwork.
  - Randy Pausch Award, 2010
- 2007/06 MS in Multimedia Engineering**  
National Chiao-Tung University, Hsinchu City, Taiwan
- Research focusing on computer graphic.
- 2005/06 BS in Computer Science and Information Engineering**  
National Chiao-Tung University, Hsinchu City, Taiwan
- Dean's List
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## Work Experience

- 2010/09 – present Web Developer / Game Programmer**  
Carnegie Mellon University, ETC, Pittsburgh, PA
- Built a website with online gameplay for *Click!Online* project, which is the winner of Digital Media and Learning Competition, which is sponsored by MacArthur Foundation.
  - Designed and implemented the STEM-based educational game for *Click!Online* project.
- 2010/06-2010/08 User Interface Programmer** ([link](#))  
Carnegie Mellon University, ETC, Pittsburgh, PA
- Designed the user interface for an appointment system for *Give Kids the World*.
  - Implemented the system with Flex. Using XML to communicate with database.
- 2010/01- 2010/04 Game Engineer Internship** ([link](#))  
Schell Games, Pittsburgh, PA
- Implementing new game feature for Disney online game *Pirates of the Caribbean*, by an open source game engine, Panda3D, and Python.
  - Made prototypes of gameplay every week by Action Script 3.0.
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## Projects and Related Courses

- 2009/09-2009/12 Darkstar / Programmer** ([link](#))
- Built a framework for massive-multiplayer online game (MMOG) by using Panda3D and a *networking* software platform *Project Darkstar*, which is an open source project of Sun Microsystems.
  - Delivered a working package that adding networking capability to Panda3D with Project Darkstar.
  - Performed the usability testing for *Project Darkstar*, focusing on scalability and stability.
- 2009/01-2009/05 TaoMasters / Programmer** ([link](#))
- Designed and implement the user interface for TaoMasters, which is a strategy role-playing game.
  - Made the board game as prototype for play testing purpose, and coordinated a 10-people playtest.
- 2008/09-2008/12 Building Virtual Worlds 2008 / Programmer, Sound Designer** ([link](#))
- Built five interactive worlds in two-week cycle with a four-person multi-disciplinary team using Python and Panda3D.
  - Implemented an experimental interaction in Head-Mounted Display platform and design sound effect.
- 2009/01-2009/05 Human-Computer Interaction Methods**
- Learned all fundamental and essential methods, including exploring user requirements, generating ideas, and evaluating products in HCI area.
  - Designed an online collection manage system, also prototyped and evaluated the system.
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**Skills**

**Programming** – C/C++, Python(Ponda3D), Action Script 3.0, JAVA  
**Software** – Flex, Flash, Photoshop, Perforce  
**Language** – Chinese, English