

# Huai-Yuan (Mike) Hsu

## Software Engineer

Objective – Seeking for a full-time software engineer position

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### EDUCATION

#### Carnegie Mellon University – Entertainment Technology Center

*Master of Entertainment Technology*

Pittsburgh, USA

September 2012 to May 2014

#### National Chiao Tung University – College of Computer Science

*Master of Science in Biomedical Engineering*

Hsinchu, Taiwan

September 2007 to October 2009

#### National Sun Yat-Sen University

*Bachelor of Science in Computer Science and Engineering*

Kaohsiung, Taiwan

September 2002 to June 2007

### SKILLS

**Programming:** C/C++, Java, C#, JavaScript, OpenGL, PHP, MySQL

**Tools:** Unity3D, Android SDK, pixi.js, Eclipse, TortoiseGit/GitHub, Visual Studio, AndEngine

### PROFESSIONAL EXPERIENCE

#### SeaShells Educational Software, Inc.

Pittsburgh, USA

##### *Software Engineer Co - op (Java, Android SDK)*

January 2014 to Present

- Working on an undisclosed project which is making a speech recognition app on Android.
- In charge of the app development using Java, Android SDK, and AndEngine.

#### Kno Inc.

Santa Clara, USA

##### *Software Engineer Intern (JavaScript, HTML5)*

June 2013 to August 2013

- Developed web based educational mini games with JavaScript and HTML5.
- Worked in a team of interns which conceptualized and launched a series of small, extensible educational games.

#### Academia Sinica – Research Center for Information Technology Innovation

Taipei, Taiwan

##### *Research Assistant, Research Programmer (C, C++)*

July 2011 to July 2012

- Aided in the research and development of 802.11n+, a random access protocol for MIMO networks which can allow users with different numbers of antennas to simultaneously communicate with a base station.
- Programmed the modules used in the experiments.

### ACADEMIC PROJECTS

#### Electronic Arts (EA) – Multi-platform Interconnected Games

Pittsburgh, USA

##### *Programmer (C#)*

August 2013 to December 2013

- Worked with the Office of the Chief Creative Officer (OCCO) of EA, We designed and developed a game for iPad on iOS which links/relates to the other game through the connection with the Hub System.
- Implemented finger trajectory recognition (utilizing *dynamic time warping* algorithm) and Hub communication module.

#### Telemedicine and Advanced Technology Research Center – Chemical Medics Training Game

Pittsburgh, USA

##### *Programmer (C#)*

January 2013 to May 2013

- Delivered a real time strategy game which simulates a Patient Decontamination Station (PDS) and field training exercise conducted by USAMRICD to educate soldiers and chemical medics about the whole PDS flow.
- In charge of gameplay modules implementation such as unit movement, soldier spawner, and XML module.

#### Building Virtual Worlds

Pittsburgh, USA

##### *Programmer (C#)*

August 2012 to December 2012

- Developed rapid prototypes with 2D artist, 3D modeler, and sound designer in creating interactive virtual worlds.
- Implemented game mechanics and gameplay utilizing input platforms such as Kinect and PlayStation Move.

#### The Development of an Assistant System in Drug Administration of Anesthesia

HsinChu, Taiwan

##### *Programmer (C, MATLAB)*

July 2008 to October 2009

- Thesis, developed the system and applied artificial intelligence in anesthetic process with C, MATLAB, and LabVIEW.
- Excellent Research of IBME Research Forum (2008)., Institute of Biomedical Engineering, National Chiao Tung University.