

Yang Shan

(yshan.andrew@gmail.com)

Work Experience

GOOGLE

2013 – Present

Software Engineer for Chromecast

Created sample Android applications that explored duel screen game experiences on the Chromecast.

Part of API design team for the Chromecast Game SDK.

Implemented the Android version of the Chromecast Game SDK in Google Play Services.

Integrated Chromecast iOS Setup Application with Google Tag Manager.

Programming Languages: Java, Objective C, JavaScript

ELECTRONIC ARTS

2011 – 2013

Software Engineer for The Sims 4

Shipped Title:

The Sims 4 - Implemented variable speed game clock, persistence, service NPCs, and gameplay Create-A-Sim features.

Programming Languages: Python, C++, ActionScript 3

Software Engineer for The Sims 3 Expansion Pack Team

Shipped Titles:

The Sims 3 Generations - Helped implement the daycare active career

The Sims 3 Pets - Implemented pet generics, NPC raccoons, pet pregnancy, etc.

The Sims 3 Seasons – Implemented umbrellas, footprints in snow and rain, swimming in the ocean, etc.

Programming Languages: C# and C++

Education

CARNEGIE MELLON UNIVERSITY

2009 - 2011

Carnegie Mellon University Entertainment Technology Center (ETC)

Masters of Entertainment Technology

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 - 2011

Carnegie Mellon University School of Computer Science

Major: Computer Science

Minor: Art

Internship Experience

ELECTRONIC ARTS

2010 summer

Gameplay Engineer for The Sims 3 Expansion Pack Team

Shipped Title:

The Sims 3 Late Night - Implemented urinals, skinny dipping, butlers, etc.

MICROSOFT

2009 summer

Software Developer for PowerPoint 2010

Implemented fallback code for the Video Portability feature of PowerPoint 2010 for compatibility with QuickTime videos. The code, done in C++, converts any video format into WMV format.

2008 summer

Software Developer in Test for Live Search Answers Team (Now Bing)

Designed a new testing framework for the 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 T-SQL.

Entertainment Technology Center (ETC) Course Work

2011 fall

ETC Project: Asymmetrical Cooperative Gaming

Lead Programmer for an experimental game built in Unity 3D that allows first person shooters, racers, and puzzle players to play together in the same game world. The game, named Fusion, aims to preserve the play style of each of the 3 game genres while enabling cooperative play between players.

Link - <http://www.etc.cmu.edu/projects/acg/>

2010 spring

ETC Project: Electric 4 Education

Programmer for an intergenerational literacy game sponsored by The Electric Company and Sesame Workshop. Worked in a five person team to create a prototype racing game that teaches phonics to children ages 6-9. The game was built in Unity 3D.

Link - <http://www.etc.cmu.edu/projects/electric-co/>

Computer Skills

Programming

ActionScript 3, C, C++, C#, HTML, Java, MySQL, PHP, Python

Applications

Adobe Photoshop, Adobe Dreamweaver, Adobe Flash, Unity 3D

Hobbies

Drawing, piano, origami

Citizenship

U.S. Citizen