

YANG LIU

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EDUCATION

- UC San Diego**, Master in Computer Science 09/2011 - Present
- Concentration on Computer Graphics and Vision; GPA: 3.92 out of 4.00.
 - Expected graduate in 06/2013.
- Tsinghua University**, Bachelor in Computer Science 09/2007 - 06/2011
- GPA 89.7 out of 100; rank 14 out of 118.
 - Distinguished Student Scholarship of Tsinghua University, 2009 and 2010.
- Tsinghua University**, Bachelor in Art Design 09/2008 - 06/2011
- Digital Entertainment Design Direction; GPA: 90.8 out of 100.

PROJECTS

- Interactive Space** – DCog-HCI Lab, UC San Diego 09/2011 - Present
- Building a system turning physical desk into multi-touch table by Kinect and pan/tilt cameras.
 - Featuring finger and hand tracking for both hovering and on-surface gestures; raw depth data processed by OpenCV.
 - Developed a prototype of augmented board game and a demo for manipulating paper documents with this system.
- City Adventure** – Academy of Arts and Design, Tsinghua University 10/2010 - 06/2011
- Designed a location-based augmented reality game to take the physical world into virtual scenes.
 - Implemented a game engine on Android using native OpenGL ES and made a Maya exporter plug-in.
 - Implemented the second version on Unity 3D and tuned for Android tablets with GPS and gyros.
 - Graduation project; exhibited in the Graduation Exhibition '11 of Academy of Arts and Design.
 - Acquired by a start-up company, Touch China Inc.
- Lives Cube** – My own start-up 03/2010 - 12/2010
- Coordinated a team of 21 persons as a technical leader and user interface designer.
 - Developed a contact-sharing system for Android. Accounts API and QR-code scanning involved.
 - Ranked top 10% out of 900 works in College Android Application Challenge by Google China.
 - Acquired by a start-up company.
 - Published a paper as the second author *The Power of Refresh: A Novel Mechanism for Securing Low Entropy PII*, on Communications and Mobile Computing (CMC '11)
- Tongshare** – My own start-up 01/2011 - 07/2011
- Coordinated the team of a social network system for on-campus event-sharing service.
 - Designed interaction workflow; implemented AJAX web interface on jQuery and server-side logic in Ruby on Rails.
 - More than 1000 users inside Tsinghua; popular for helping make friends with event participants.
- Campus Touring App** – Department of Computer Science, Tsinghua University 01/2011 - 06/2011
- Conducted the development of an Android app for guiding visitors in Tsinghua campus.
 - Designed multi-touch gestures, optimized map display by OpenGL ES and refined the user interface.
 - Graduation Project; acquired by Tsinghua University as a gift for its Centenary Celebration.

EXPERIENCE

- Zynga Inc.** – Software Engineering Intern, Bubble Safari Team 06/2012 - 09/2012
- Working on the front end of Bubble Safari, one of the most popular games on Facebook.
- Microsoft Research Asia** – Software Engineering Intern, Machine Learning Group 07/2010 - 12/2010
- Designed web interface and rich interactions of SIGMA, a large-scale parallel machine learning toolkit on cloud.
 - Implemented a web form generator for parameter settings and data visualization for training and testing results.
 - Released as a Microsoft Research Asia project.

SKILLS

- Programming Language: C/C++, Java, C#, JavaScript, PHP, Ruby, Python, ActionScript.
- Android development: User interface, NDK, native OpenGL ES, network and sensors; 3 projects done.
- Web-related: HTML, CSS, Ruby on Rails and MySQL; 9-year web development experience.
- Game-related: Kinect, Unity 3D, Cocos2d-x, XNA, and Maya plug-in development.

¹ Mailing address and phone number erased in public resume.