

# Fang-Yu Yang

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## Education

### Master

Sep. 2012 - May 2014 NY, U.S.A.

### New York University

Interactive Telecommunications Program

### Summer Course

Jun. 2006 - Aug. 2006 CA, U.S.A.

### UC Berkeley

3D Animation

### Bachelor

May 2005 - May 2009 Taiwan

### Yuan Ze University

Media Design Department of Information Communication

## Skill



## Experience

Sep. 2014

3 months  
NY, U.S.A.

### Unity Performance Engineer

#### ESI Design

- Assisted lead gameplay engineer to develop games, especially on debugging part
- Reduced increased software maintenance costs due to performance problems in production.
- Created a crash reporter system

Jul. 2013

2 months  
NY, U.S.A.

### Interaction Designer Intern

#### The Metropolitan Museum of Art

- Initiated a Google glass project for helping low-vision visitor's experience

Feb. 2013

1 years  
NY, U.S.A.

### Mobile Developer & Designer

#### Laurie Anderson

- Rebuilt digital media multimedia CD-ROM into iOS App
- Improved interactive experience for mobile device

Jan. 2012

6 months  
Taiwan

### Unity Mobile Developer

#### OSG Taiwan Ltd. / Fuhu Inc.

- Initiated and developed iOS and Android games for kid's language learning using Unity

Jul. 2009

2 years  
Taiwan

### Interaction Programmer

#### TechartGroup Inc.

- Lead developed 3D and 2D games using Unity or Flash
- Developed interaction installations using Unity, Flash or Director
- Developed innovative AR software using Flash
- Developed face detection advertisement using Flash
- Assisted game graphic using Photoshop, Illustrator
- Modeled or animated game objects using Maya
- Brainstormed creative ideas
- Reduced increased software maintenance costs

#### Achievement:

2009 Frankfurt Book Fair, Japan FPD International 2011, Expo 2010 Shanghai China, Taipei International Flora Exposition 2011, 2009 China Candy Culture Festiva

Jun. 2008

2 months  
Taiwan

### Interaction Design Intern

#### XXtraLab DESIGN CO.

- Initiated a multi-touch project for supporting citizens to understand Taiwan's legislative yuan

Jan. 2007

5 years  
Taiwan

### Interaction Programmer & Designer

#### Freelance

- Developed games using Flash
- Designed and developed websites using Php, Asp, Mysql, Photoshop or Illustrator
- Initiated physical art installation using Arduino and Flash