

Eugene Chiong

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Education

Aug 2015 to Present **Carnegie Mellon University, Entertainment Technology Center (ETC)**

Master of Entertainment Technology
Specialization: Virtual Reality, Game Design

Aug 2011 to Dec 2014 **National University of Singapore (NUS)**

Bachelor of Computing (Computer Science), Honours
Specialization: Interactive Media, Visual Computing

Projects

Sept 2016 to Present **MixAR - ETC, Lead Programmer**

- Exploring the use of agents in Augmented Reality on the Microsoft HoloLens and how they can enhance the user's experience.

July 2016 **ChromeLens - Hackathon, 2nd Place**

- A set of Chrome developer tools for developers to code websites suited for the visually impaired, ChromeLens was created in a team of 4 in 24 hours at the Greylock Hackathon, winning second place against 44 other teams.

Jan 2016 to May 2016 **VR Exploration - ETC, Lead Programmer**

- Built several rapid prototypes in a team of 6 to research on novel VR mechanics, then developing 2 VR experiences for Viacom to show in their headquarter's demo room.

Sept 2015 to Mar 2016 **Unity Game Development Scripts - Personal Project**

- Created a set of generic scripts for game development on Unity for small scale games in order to shorten development time and organize code structure, resulting in most of the programmers in my class using my code in their projects.

Sept 2015 to Dec 2015 **Building Virtual Worlds - ETC, Programmer**

- Created 5 highly interactive games in teams of 5 on two week rotations that utilized non-conventional interactive devices such as the Kinect and Oculus to experience making games in teams with diverse skillsets within a short time frame.

Jan 2014 to Nov 2014 **3D Realtime Gesture Recognition - NUS, Dissertation**

- Pioneered a gesture learning and recognition mechanism for 3D gestures with the Leap Motion using the k-Nearest Neighbours algorithm after testing several gesture recognition algorithms and finding the optimal one.

Work Experience

May 2016 to Aug 2016 **Software Development Engineer Intern - Amazon Music**

- Developing a UI component that will replace an existing one to improve user experience when navigating the Android Amazon Music application.

May 2015 to Aug 2015 **Full Stack Developer, Co-Technical Lead - Glints**

- Integrated Elastic Search to allow job applicants and companies to search for each other, improving overall user experience.
- Created a ranking algorithm that sorts companies and applicants based on relevance.
- Integrated social media logins to ease candidate registration and login process.

Jan 2015 to Apr 2015 **Backend Engineer, Technical Lead Intern - Gametize**

- Created a custom SQL query builder for generating database-agnostic queries.
- Developed a data analytics framework for clients to view user statistics.
- Created a rule-based game engine that governs the flow of content in the platform.

Skills

Programming Java, Python, C#, C/C++, Javascript, HTML/CSS, SQL

Technologies Unity, IntelliJ IDEA, Photoshop, Bash, Android

Courses Computer Graphics, Computer Vision, Software Engineering, GPGPU