

Chung-Tao Huang

USC CS (Game Development) Graduate Student
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Technical Skills:

- Language: C/C++, Java, C#, Javascript, HTML, CSS
- Database: Relational Databases, SQL Server 2000
- Networking: Winsock

Experience:

- Taiwan(RoC) Army Command HQ**, Taoyuan, Taiwan **Nov 2013 - Oct 2014**
Information Technology Specialist
 - In charged of maintenance of the Personnel and General Affairs Division database
- National Tsing Hua University**, Hsinchu, Taiwan **Mar 2015 - Aug 2015**
Research Associate
 - Worked on project: Telewindow

Educations:

- University of Southern California**, Los Angeles, CA **Aug 2016 - Present**
Master of Science, Computer Science (Game Development)
- National Tsing Hua University**, Hsinchu, Taiwan **Sep 2009 - Jun 2013**
Bachelor of Science, Computer Science

Project Experience:

- Game Engine Development** **Aug 2016 - Dec 2016**
 - Implementation of basic physics with collision and gravity
 - Implementation of basic AI pathfinding with A* search
- Embedded** **Aug 2017 - Now**
 - Evaluate sentiment and quality of a photo in curated on-rail gameplay
 - Implement dialogue choice interaction in VR
- Telewindow: Towards Next Generation Immersive Communications With Depth Perception** **Jan 2015 - July 2015**
 - Using 3D displays and 3D cameras to connect two geographically separated locations for immersive communications
 - Built a prototype system with off-the-shelf consumer hardwares
 - Conduct user study using the prototype and compare their experience with traditional 2D video communications systems
- Hunting Ghengar** **June 2012 - Dec 2012**
 - A 2D side-scrolling coop game written in OpenGL
- Augmented Reality Mobile Game** **June 2012 - May 2013**
 - Augmented Reality mobile game on Android, using Vuforia and Unity