

Shih-Tsui Kuo (Ariel)

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RELEVANT COURSE

Computer Graphics
Simulation for Animation
Animation Art and Tech
Effect Designs for Game
Linear Algebra
Differential Equations
Algorithm

SOFTWARE

Autodesk Maya
Unity
Unreal 4
Adobe Photoshop
Adobe After Effects
Git/SVN
Visual Studio
Amazon Web Services

LANGUAGE

C/C++
Java
C#
Ruby
Python
Unix Shell Script
JavaScript/jQuery

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
Master of Entertainment Technology June 2016
National Chiao Tung University, Master of Computer Science, Taiwan
Master of Computer Science June 2014
Bachelor of Computer Science June 2012

ACADEMIC PROJECTS

Fishbowl—a 3-minute animation short, CMU, Pittsburgh, PA 2016
- Worked on a 3D animation in 10 weeks on a team of 5 in Maya.
- Was in charge of fluid/smoke simulation and cloth simulation elements.
- Rendered reflective material scene.
Real-time Fluid Simulations, CMU, Pittsburgh, PA 2016
- Implemented position based fluid algorithm on particle system in C++
- Implemented common game fluid solution--height field fluid in C++
The Drop—a first-person shooter rhythm game, ETC, Pittsburgh, PA 2015
- Implemented gameplay with C#, wrote CG shader in Unity.
- Built/animated/scripted 3D models in Maya using Python.
Building Virtual World, ETC, Pittsburgh, PA 2014
- Worked on a randomized 5-person team to build a virtual world in 1 to 3 weeks.
- Built and animated 3D models in Maya, animated 2D character in Unity.

EXPERIENCE

Amazon, Seattle, WA July 2016 - present
Software Engineer – GameLift in Amazon Web Services
- Built service that help game developers to deploy, scale and manage their game servers in the cloud and provide low latency player experience.
- Optimize internal pipeline and test SDK in self-developed Unity game.
Carnegie Mellon University, Pittsburgh, PA 2015
Teaching Assistant – Building Virtual World
- Taught fundamental 3D modeling/rigging/animating in Maya.
- Troubleshot technical problems from creation in Maya to integration in Unity.
National Chiao Tung University, Taiwan 2013
Teaching Assistant – Algorithm
- Assisted after-class discussion, handwriting assignment and algorithm implementing assignments in C/C++.

HONORS and ACTIVITIES

SIGGRAPH Student Volunteer, Los Angeles, CA 2015
- Introduced showcased projects and generally supported the conference.
Amazon Summer Intern Hackathon 1st Place, Seattle, WA 2015
- A mobile game made by a 5-person team in 24 hours.
Google Anita Borg Memorial Scholarship, Taiwan 2014
- A scholarship from Google that supports females to excel in computing and technology and become active role models and leaders in the field.