Winston Liang

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EXPERIENCE

Nikon Research Corporation of America, Software Engineer

JUN 2019 - PRESENT

Unity Soccer Simulation (Unity3D)

Created a AI-controlled soccer simulation to create image datasets for reinforcement learning

ROS# Robotic Simulation (Unity3D)

Created a robot simulation to run reinforcement learning trials in

Environmental Photogrammetry for AR/VR (Unity3D/RealityCapture)

Refined environmental photogrammetry to create environments for robot simulations for reinforcement learning

3D Live Capture software testing (Internal Software/Kinect)

Tested a software that used Microsoft Kinect to create live 3D models and animations

Microsoft Hololens 2 Remote Assistance Prototyping (Unity3D/Hololens)

Prototyping a Unity interface for a Remote Assistance application in an AR environment through Microsoft Hololens 2

Arreva, MySQL/Python Consultant

JUN 2018 - FEB 2019

Converted a MySQL database tool from Foxpro to Python

EDUCATION

U.C. Irvine, Computer Game Science B.S.

Graduation Date: MAR 2018

A track that took both technical Computer Science courses as well as various design courses

SOFTWARE

Unity (2D and 3D)

Windows, Linux

Blender/Maya/CAD

QT

MatLab

Unreal Engine

LANGUAGES

Python

C#

C++

Java

MySQL

MISCELLANEOUS

11 game projects listed on https://winstonliang.github.io/projects.html

Boy Scouts of America, Life Scout

Conversational in Mandarin and Japanese

Livestreaming experience on Twitch.tv

Favorite game type: pixel-art roguelike