

Colin Yang

Boston, MA | Cupertino, CA

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[Portfolio](#) | [Github](#) | [LinkedIn](#)

EDUCATION

Northeastern University, Boston, MA

August 2019 - May 2023

Khoury College of Computer Sciences

Received Bachelor of Science in Computer Science and Game Development

- Relevant Courses: Object-Oriented Design, Algorithms and Data, Programming in C++, Game Programming, Building Game Engines, Game Concept Development, Computer Graphics, Computer Systems, Networks & Distributed Systems, Foundations of Data Science
- Honors: GPA: 3.98/4.0 | Summa Cum Laude | Dean's List
- Extracurricular Activities: Game Development Club, Peace Through Play

TECHNICAL SKILLS

Languages: C++, Python, C#, C, Java, Typescript, React, SQL, Assembly

Frameworks: Unity, Git, .NET core, node.js, SDL, OpenGL, MySQL, Datadog, Grafana, Kubernetes, Docker, Google Cloud

PROJECTS

Spellshelf - Unity, C#

November - December 2022

- Collaborated to develop a 3D single player game where the player has to organize books on a shelf based on the given hints
- Designed and implemented the logic for generating the hints based on a randomly generated solution
- Led playtesting sessions and used the resulting data to inform changes on the current prototype

Fruitnight - Unity, C#

January 2022 - April 2022

- Developed a 2D single player fruit-themed dating sim/RPG where players fight their way to becoming the best smoothie with fellow Northeastern students
- Built the framework to import branching dialogue trees from Twine to Unity using JSON
- Programmed the logic for date selection and the random pairings for the final tournament

Sylveon's Musical Journey - C++, SDL2

March 2022 - April 2022

- Developed a custom game engine that was used to create a 2D single player Pokémon-themed rhythm game (as well as Breakout and a simple platformer) with fellow Northeastern students
- Used component-based architecture to assign functionality to each game element
- Implemented the logic for a level editor capable of converting a text file into its corresponding level and vice versa

WORK EXPERIENCE

Wayfair - Software Engineer on the Catalog Manipulations Team

June - December 2021

- Developed API controllers and REST endpoints in C# to help debug failed projects
- Built data monitoring suites in Datadog and Grafana to more quickly diagnose the problem if the service failed
- Led sprint rituals and coordinated team outings

TP Tea - Barista/Kitchen Worker

July 2018 - August 2019 and Summer of 2020

- Taught new hires standard procedures and recipes
- Keyholder for the store, also responsible for organizing stock, managing inventory and processing new shipments