

# Colin Yang (He/Him)

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

## Education

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### Northeastern University

Boston, MA

Bachelor of Science in Computer Science and Game Development

2023

GPA: 3.98 | Summa Cum Laude | Dean's List

Relevant coursework: Human Computer Interaction, Game Interface Design, Object-Oriented Design, Algorithms and Data, Programming in C++, Computer Systems, Networks & Distributed Systems, Foundations of Data Science, Computer Graphics, Building Game Engines, Mobile App Development

## Experience

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### Elections Analyst

Sunnyvale, CA

Magnit - Contracted at Google

August - November 2024

- Developed a script for Google Sheets that cut down validation time for 300+ urls by about 50%
- Troubleshot 200+ escalation tickets to mitigate and prevent upcoming issues, preemptively saving QA time during crunch time
- Worked with cross-functional teams to determine QA guidelines for a feature that served about 335 million people

### Software Engineer

Boston, MA

Wayfair

June - December 2021

- Developed 10+ REST endpoints in C# to interface with SQL databases and help debug failed projects, decreasing debug time by about 20%
- Built data monitoring suites in Datadog and Grafana to decrease problem diagnosis time by approximately 15%
- Migrated several existing servers to Google Cloud using Kubernetes to allow deprecation of physical data centers

## Projects

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### Personalized Notes App - Swift, SwiftUI, Core Data

May 2024 - June 2024

- Developed an app that allows users to create and categorize personalized notes for contacts
- Utilized Core Data to store the data and create relationships between data models

### Online Lost Ruins of Arnak - Unity, C#, Netcode for GameObjects

November 2023 - February 2024

- Converted the board game Lost Ruins of Arnak into an online multiplayer game using Unity's built-in multiplayer tools
- Utilized RPC calls and networked variables to reliably sync information across clients
- Employed an observer pattern through C# events to trigger UI changes that provided player feedback for a more intuitive gaming experience

### Fishy Covey Town - Typescript, React, MongoDB, Heroku, Netlify

March - April 2023

- Extended an existing codebase to include a fishing game with an accompanying leaderboard of all-time high scores
- Integrated a MongoDB database that stored high scores and enabled leaderboard functionality to encourage competition between users and provide motivation for continued play
- Defined engineering tasks based on self-created user stories and assigned them to sprints to emulate agile methodology

### Predicting a Steam Game's Success - Python, Jupyter, Pandas, scikit-learn

November - December 2022

- Trained a Random Forest Classifier to determine which features were most important to a game's success and validated its usefulness with a confusion matrix
- Collected dataset of 60,000 games by sending queries to the SteamSpy API

## Technical Skills

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

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