Colin Yang

128 Hemenway St Apt. 201, Boston, MA 02115 | 10806 Linda Vista Dr, Cupertino, CA 95014 (408)616-9424 | yang.col@northeastern.edu | Availability: May 2023 Portfolio | Github | LinkedIn

EDUCATION

Northeastern University, Boston, MA

August 2019 - May 2023

Khoury College of Computer Sciences

Received for Bachelor of Science in Computer Science and Game Development

- Relevant Courses: 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
- 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

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

March - April 2023

- Extended the existing Covey. Town codebase to include a fishing game with an accompanying leaderboard of all-time high scores
- Integrated a MongoDB database to store high scores and enable leaderboard functionality
- Defined engineering tasks based on self-created user stories and assigned them to sprints

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

November 2022 - 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

Interactive Rubik's Cube Simulator - C++, OpenGL

March 2022 - April 2022

- Used a scene graph structure to represent the Rubik's cube
- Dynamically reassigned parent nodes to allow for proper rotations
- Developed an algorithm so that rotations would be consistent

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

Xicato - Intern June - August 2017

- Collected LED driver electrical characterization data using oscilloscopes
- Performed production testing of light fixtures and wireless LED control devices