Colin Yang

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Portfolio | Github | LinkedIn

EDUCATION

Northeastern University, Boston, MA   *August 2019 - May 2023*

Khoury College of Computer Sciences
Bachelor of Science in Computer Science and Game Development; May 2023

- Honors: GPA: 3.98/4.0 | Summa Cum Laude | Dean's List
- 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
- 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

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 sync information across clients
- Employed an observer pattern through C# events to trigger UI changes

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

WORK EXPERIENCE

Wayfair - *Software Engineer on the Catalog Manipulations Team*   *June - December 2021*

- Developed API controllers and REST endpoints in C# to interface with SQL databases and help debug failed projects
- Built data monitoring suites in Datadog and Grafana to more quickly diagnose the problem if the service failed
- Migrated existing services to Google Cloud using Kubernetes
- 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