

# 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++, 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

**Online Lost Ruins of Arnak (In Progress)** - Unity, C#, Netcode for GameObjects

November 2023 - Present

- Converted the board game Lost Ruins of Arnak into an online multiplayer game to learn Unity's built-in multiplayer tools
- Learned how to use 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 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