

Colin Yang

58 Westland Ave Apt. 12, Boston, MA 02115

(408)616-9424 | yang.col@northeastern.edu | Availability: May - August 2022

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

EDUCATION

Northeastern University

August 2019 - May 2023

Boston, MA

Khoury College of Computer Sciences

Candidate for Bachelor of Science in Computer Science and Game Development

- Relevant Courses: Object-Oriented Design, Algorithms and Data, Programming in C++, Fundamentals of Computer Science I & II, Computer Systems, Game Programming, Computer Graphics, Building Game Engines, Game Studio
- Honors: GPA: 3.98/4.0 | Dean's List
- Extracurricular Activities: League of Legends Club, Peace Through Play, Game Development Club

TECHNICAL SKILLS

Languages: C# (.NET Core), Java, C++, C, SQL, Assembly, Dr Racket

Systems: Windows, Linux, Mac OS

Applications: VS Code, Unity, IntelliJ, Eclipse, GitHub, Figma, Datadog, Grafana

PROJECTS

Turtle Defense - Unity, C#

February - April 2021

3D video game developed in Unity

- Implemented multiple enemy types with unique AI
- Led playtesting sessions and used the resulting data to inform changes on the current prototype

Noise Complaint - Unity, C#

March 2021 - March 2021

3D video game developed in Unity and GitHub with fellow peers from Northeastern for a Game Jam

- Developed a level manager script that maintained player objectives and game state
- Architected a noise level mechanic and contributed to the overall design of the game

WORK EXPERIENCE

Wayfair - Software Engineer on the Catalog Manipulations Team

June - December 2021

- Designed and created API controllers and REST endpoints in C#
- Worked in an Agile environment and led sprint rituals
- Built data monitoring suites in Datadog and Grafana

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

VOLUNTEER EXPERIENCE

Streetcode Academy

July 2018 - August 2019

- Taught 10+ children aged 4-8 how to create programs using Scratch
- Enabled creativity of same group of children through various arts and crafts projects

INTERESTS

Competitive League of Legends, Teamfight Tactics, Rubik's Cube