

# Hongyi Ding

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## EDUCATION

<b>Northeastern University, Boston, MA</b>	<b>Sep 2023</b>
Khoury College of Computer and Information Science	GPA: 3.56
<i>Candidate for Bachelor of Science in Computer Science and Physics</i>	
<b>Relevant Courses:</b> Fundamentals of Computer Science, Discrete Structures, Logic & Computation	

## TECHNICAL KNOWLEDGE

<b>Languages:</b> Racket   JAVA   Python   html
<b>Systems:</b> Mac OS X   Windows
<b>Applications:</b> Adobe Creative Suite   Microsoft Office Suite   Eclipse   Visual Studio Code

## EXPERIENCE

<b>Changsu International School, Suzhou, Jiangsu</b>	<b>Sep 2017 - June 2020</b>
Robot Club	
<i>Vice president</i>	

• Designed and implemented an automated robot leveraging EV3 for actuation and Raspberry Pi for high-level processing

• Continued development of a life-assistive robot aimed at enhancing student daily life

• Engaged in various academic competitions, earning multiple accolades for outstanding performance.

<b>Path Academics, Online</b>	<b>July 2022 - August 2022</b>
"Modern Data Visualization of Big Data Online Research seminar"	
<i>Group leader</i>	

• Investigated cancer mechanisms through analysis of large-scale biomedical datasets

• Generated data-driven visual reports using Python for automated data collection and processing

• Compiled and authored formal research reports for academic dissemination

## PROJECT

<b>Touhou Bullet hell game</b>	<b>July 2025 - NOW</b>
Self-developed video game   Unity, C#	
• Developed a Touhou-style bullet hell game using the Unity engine	

• Implemented core gameplay systems in C#, including player control, enemy behavior, and projectile patterns

• Designed game logic and interactions using state-based and graph-based structures

<b>Echo Chamber</b>	<b>Sep 2025 - Dec 2025</b>
Dialogue puzzle game   Ren'py & Unity 3D	

• Developed a narrative-focused puzzle game combining branching dialogue with interactive gameplay

• Designed story progression where player choices and conversations directly influence puzzle outcomes

## VOLUNTEER

<b>Local Community, Suzhou, Jiangsu</b>	<b>May 2021 - May 2022</b>
<i>member</i>	
• Monitored and managed daily human traffic flow for operational efficiency	
• Tracked the well-being of all community households to ensure equal access to resources and timely support for those with special needs	
• Monthly summaries and suggestions for community modifications	
<b>The Green Lion, Bali island, Indonesia</b>	<b>May 2020 - July 2020</b>
<i>member</i>	
• Delivered foundational courses to the local primary school community	
• Participated in beach clean-up activities to remove litter and promote environmental conservation	
• Assisted in cleaning and maintaining habitats of sea turtles to support marine wildlife conservation	