

Eddie Yoshie

3rd Year, Combined Computer Science and Mathematics

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Education

University of British Columbia | Vancouver, BC **Sep 2022 – Expected Graduation: Dec 2027**

- B.Sc. Combined Major in Combined Computer Science and Mathematics
- Awards: Best Beginner Hack BCS Hacks 2025 (200 participants / 42 teams), Dean's List (80%+ avg)

Technical Projects

Mt. Stringmore | C#, Unity, Git **Sep 2024 – Aug 2025**

- Developed a 2D auto-scrolling platformer in Unity using C# and Git, implementing core gameplay mechanics and level design.
- Designed user-friendly UI menus, save systems, and quality-of-life improvements, boosting user count from 10 to 99+ users.
- Recognized with Best Concept award at end-of-year showcase out of 150+ members and 20+ teams for standout gameplay and design.

CodeBuddies | C#, Unity, Git **Mar 2025**

- Led design and development of a fun puzzle game for children enhancing computational thinking.
- Presented a project demo and promotional post, earning approval from 2 judges and 5 co-hackers.
- Effectively managed a tight 24-hour hackathon deadline, producing 12 unique user stories, a clear and realistic timeline, and a successful pitch resulting in a hackathon win.

Work Experience

Workshops Coordinator (Co-op) | UBC Geering Up Engineering Outreach | Vancouver **Sep 2024 – Present**

- Hired, trained, and managed a team of 4 instructors to provide STEM outreach for students K-12 across the Lower Mainland, coordinating schedules, registrations, and logistical operations.
- Redesigned the registration forms using HTML5, CSS, JavaScript, cutting incomplete registrations by 50% and improving customer on-boarding experience
- Developed a statistics tracker to analyze registration trends on 200+ registrations, identifying peak enrollment periods, allowing the team to run future campaigns with data-driven metrics.

Game Developer (Volunteer) | UBC Game Development Club | Vancouver **May 2024 – Present**

- Collaborated in an Agile development team to test and refine gameplay features, contributing to iterative improvements that enhanced playability and performance.
- Streamlined team collaboration using Notion and Discord to organize tasks and share documentation, reducing turnaround time from weeks to days.
- Coordinated with a 15-member team to ensure project deliverables are completed in a timely manner.

Summer Camps/Workshops Instructor | UBC Geering Up Engineering Outreach | Vancouver **Jul 2023 – Aug 2024**

- Ran STEM camps of 25+ students and 4+ volunteers through team-oriented leadership and multitasking in a fast-paced, high-volume work environment.
- Taught Introduction to Software Engineering to high school students, enabling 40+ students to create their very first web applications.
- Taught HTML5, CSS, JavaScript to children K-12 fostering early coding skills and computational thinking.

Technical Skills

- Languages: HTML, CSS, JavaScript, Java, C++, C#, LaTeX | Version Control: Git | Game Engine: Unity