# Eddie Yoshie

3rd Year, Combined Computer Science and Mathematics

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https://edster1121.github.io/Portfolio-Website/ | https://github.com/Edster1121

## Technical Skills

- **Languages**: HTML5, CSS, JavaScript, Java, C++, C#, Python, SQL, PHP, LaTeX
- **Frameworks/DB:** Django, SQLite3 **| Tools:** Git, Unity, Copilot **| Methodologies:** Kanban, Agile

## Work Experience

**Software Test Developer (Co-op) | Avigilon (Motorola Solutions) | Vancouver**　　　　**Jan 2026 – Present**
- Executed automated tests to ensure functionality for maintenance and new releases of NVR systems.
- Conducted extensive system-level testing with Linux and Windows operating systems, identifying critical edge-case vulnerabilities and configuration conflicts.
- Leveraged Jira to collaborate effectively on cross-disciplinary teams, create bug tickets, and manage over $500,000 of servers and appliances.

**Workshops Coordinator (Co-op) | UBC Geering Up Engineering Outreach | Vancouver**　　**Sep 2024 – Apr 2025**
- Achieved a 50% reduction in invalid forms by reformatting survey sections with HTML5, CSS, JavaScript.
- Analyzed 200+ registrations by developing a statistics tracker, identifying peak enrollment periods and enabling data-driven marketing campaigns.
- Acquired 50+ schools as clients, expanding market reach and fostering long-term partnerships.

**Agile Game Developer (Volunteer) | UBC Game Development Club | Vancouver**　　**May 2024 – Aug 2025**
- Developed and tested 10+ gameplay features using Agile methodology, iterating based on feedback and earning 10+ positive player reviews.
- Collaborated effectively with 15 team members by aligning workflows and communicating remotely.
- Refined core mechanics in weekend sprints, boosting gameplay quality and streamlining team development.

## Technical Projects

**Mt. Stringmore | C#, Unity, Git | Live Demo | Source Code**　　　　**Sep 2024 – Aug 2025**
- Grew user base to 100+ by building intuitive menus and thoughtful usability features.
- Won Best Concept award out of 150+ members and 20+ teams for standout gameplay and design.
- Incorporated insights from 20+ play testers and active users to optimize gameplay, enhance menus, and fine-tune levels.
- Presented game to live audiences at Full Indie Vancouver, driving player interest and gathering actionable market insights.

**CodeBuddies | C#, Unity, Git | Live Demo| Source Code**　　　　**Mar 2025**
- Owned project lifecycle from planning to delivery in a 24-hour hackathon, producing 12 unique user stories and building a realistic timeline.
- Won BCS hackathon by shipping a polished kids puzzle game, earning top votes from judges and peers.
- Implemented age-appropriate mechanics and kid-friendly UI layout, ensuring accessibility and engagement for target user base.

## Education

**University of British Columbia | Vancouver, BC**　　　　**Sep 2022 – Expected Graduation: Dec 2027**
- B.Sc. Combined Major in Computer Science and Mathematics
- Awards: Best Beginner Hack BCS Hacks 2025 (200+ participants / 42 teams), Dean's List (80%+ avg)