Percy Yang

kurumiku0712@gmail.com | 0431410616 | https://www.linkedin.com/in/guangyu-yang-809978303/

EDUCATION

Master of Software Engineering   **Jul 2023 - Present**
The University of Melbourne

Bachelor of Software Engineering   **Sep 2018 - Jun 2022**
South China University of Technology (Top 985)
- WAM: 85.980/100

WORK EXPERIENCE

Smart Campus Developer Intern   **Jul 2021 - Dec 2021**
Shanghai Zuoqi Electronic Technology, Shanghai, China
- Built up a Smart Campus Student Archive Management System, enabling over 1,000 users (students, staff) to manage student records
- Engaged in requirement analysis, architecture design, implementation and testing phases of the project. Implemented login, query, edit, print functionalities and wrote unit tests for the codes
- Enhanced system performance by incorporating an asynchronous backend server and utilising efficient database queries and caching mechanisms to manage high-frequency access
- Relevant Skills: Spring Boot, Spring MVC, Redis, Architecture Design

Mini Game Development Intern   **May 2021 - Jul 2021**
Tencent & South China University of Technology, Guangzhou, China
- Developed a 2D roguelike game based on Unity. Led a team of 5 members in brainstorming sessions to determine the game genre, gameplay mechanics, art style, and background story. Assigned tasks, tracked progress, and delivered milestones results on a weekly basis
- Responsible for game background script writing, art, map and combat mechanism design. Created various character animations, weapons, skills, enemy AI, CG animations and completed the implementation of related features
- Optimised enemy AI pathfinding by applying A-star algorithm and improved code efficiency to ensure smooth scene loading and stable screen performance
- Relevant Skills: Unity, Project Management, Game Design

Research Assistant   **May 2021 - Apr 2022**
South China University of Technology, Guangzhou, China
- Researched on educational games and computer graphics, conducting literature reviews to establish a strong theoretical foundation for the project
- Responsible for character and scene modelling, implemented the character animation system, and designed matrix transformation puzzles to facilitate learning in an educational game for computer graphics concepts
- Relevant Skills: Computer Graphics, OpenGL, WebGL, Blender

PROJECT EXPERIENCE

Text-to-IPA Conversion Website Application   **Aug 2023 - Nov 2023**
The University of Melbourne, Melbourne, VIC
- Developed a Text-to-IPA conversion website application, capable of converting German and English text into IPA (International Phonetic Alphabet), aiding singers in learning accurate pronunciation and improving language skills
- Utilised Agile methodologies for project management. Participated across all aspects of the project lifecycle, including requirements analysis, architecture design, feature implementation, testing, debugging and deployment
- Responsible for backend architecture and part of functionalities implementation. Collaborated closely with frontend team members to ensure seamless data integration
- Relevant Skills: Agile, Confluence, Jira, Software Processing and Management

Personal Blog   **Feb 2024 – Jul 2024**
The University of Melbourne, Melbourne, VIC
- Built up a personal blog website for optimised note-taking and inspiration capture, featuring functionalities for posting, searching, and categorising blogs, along with user authentication and session management
  Website Link: https://kurumiku.pythonanywhere.com/
- Relevant Skills: Django, Bootstrap, MySQL, PythonAnywhere

VR Club Interaction Platform   **Jan 2022 - Jul 2022**
South China University of Technology, Guangzhou, China
- Created a virtual club interaction platform featuring immersive VR experiences and realistic activity scenes for user engagement. Nominated for Outstanding Graduation Project
  GitHub Link: https://github.com/Kurumiku0712/VR-Clubs
- Relevant Skills: Steam VR, VRTK, HTC Vive, VR Development

For more projects please visit: https://kurumiku0712.github.io/Personal-Portfolio/

SKILLS

Soft Skills:
- Team collaboration
- Adaptability
- Problem solving
- Creativity
- Critical thinking

Frontend:
- JavaScript (React.js, Next.js, Vue.js)
- CSS (Tailwind CSS)

Backend:
- Java (Spring Boot, Spring AI), Python (Django), C#

Databases:
- MySQL, PostgreSQL, MongoDB

Tools:
- AWS, Docker, Render
- Visual Studio Code, IntelliJ IDEA, PyCharm, Unity Hub, Jupyter Notebook，Visual Studio
- Git, GitHub, Confluence, Jira, Trello
- Navicat, Postman, Figma
- Adobe Premiere Pro, Photoshop, Microsoft Office Suite (Word, PowerPoint, and Excel) etc.

Bilingual:
- Mandarin (native), English

Other:
- A Software Copyright Certificate by the National Copyright Administration of China

VOLUNTEER ACTIVITY

Project Coordinator (Volunteer for Internet Plus Competition)   Oct 2020 - Nov 2020
South China University of Technology, Guangzhou, China
- Coordinated equipment setup and control for over 5 project presentations, ensuring seamless integration of technology and operational workflow
- Supervised overall event timeline, managing schedules for multiple projects and addressing logistical obstacles
- Provided comprehensive support and delivered detailed explanations of Competition's objectives to an instructor in an exhibition hall of over 500 people, fostering increased understanding and active participation

INTERESTS

- Basketball: Regular in weekly mixed basketball matches during semester and engage in outdoor play sessions at least twice a week
- Video Editing: Created 4 MAD videos and over 50 entertainment videos related to anime and games on Bilibili platform
- AI Creation: Interested in AI technologies related to creation, experimenting with AI-generated art and synthetic voice to produce game and animation assets
- Game Development: Enthusiast of deriving inspiration from anime and games, implementing these ideas into game development projects during leisure time