Percy Yang

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EDUCATION

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

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

EXPERIENCE

Smart Campus Developer Intern
Jul 2021 - Dec 2021
Shanghai Zuoqi Electronic Technology Co.,Ltd., Shanghai, China
- Developed a Smart Campus Student Archive Management System, incorporating an asynchronous backend server to efficiently manage high-frequency access
- Enhanced system performance through efficient database queries and the use of caching mechanisms
- Led the requirements analysis, system design, and implementation phases of the project
- Relevant Skills: Java, SpringBoot, SpringMVC, MySQL, Architecture Design

Mini Game Development Intern
May 2021 - Jul 2021
Tencent & South China University of Technology, Guangzhou, China
- Led a team to develop "Anesidora," a Unity-based 2D roguelike game, featuring complex enemy AI, varied terrains, multiple weapons, monster types, traps, puzzles, character skills, and multi-phase bosses
  GitHub Link: https://github.com/Kurumiku0712/Anesidora-MiniGame
- Designed and implemented key game features, including character animations, enemy AI, dual endings, as well as opening and different ending CG animations, while enhancing performance through efficient code practices and asset management
- Relevant Skills: Unity, C#, GitHub, Project Management, Game Design, Photoshop, Premiere

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
- Led character and scene modelling, implemented the character animation system, and developed matrix transformation puzzles to facilitate learning in an educational game for computer graphics concepts
- Relevant Skills: Computer Graphics, Unity3D, C#, Blender, Game Design

PROJECT EXPERIENCE

Personal Blog Website
Feb 2024 – Jul 2024

The University of Melbourne, Melbourne, VIC
- Developed a personalised 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, html with Django template language, MySQL, PythonAnywhere

Personal Portfolio Website   **Jun 2024 – Jul 2024**

The University of Melbourne, Melbourne, VIC
- Created a personal portfolio website, incorporating sections for personal details with downloadable CV and social media links, skills and projects
  Website Link: https://kurumiku0712.github.io/Personal-Portfolio/
- Relevant Skills: React.js, html5, css3, GitHub Pages

Text-to-IPA Conversion Website Application   **Aug 2023 - Nov 2023**

The University of Melbourne, Melbourne, VIC
- Designed and developed a Text-to-IPA conversion website, providing accurate phonetic transcriptions and enhancing language learning and pronunciation accuracy
- Relevant Skills: Django, Vue.js, MySQL, GitHub, Jira, Architecture Design

VR Club Interaction Platform   **Jan 2022 - Jul 2022**

South China University of Technology, Guangzhou, China
- Developed 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: Unity3D, C#, SteamVR, VRTK, HTC Vive, VR Development, Blender

Recorder Android Application   **Sep 2020 - Dec 2020**

South China University of Technology, Guangzhou, China
- Built up an Android application named 'Recorder' for documenting personal life and obtained computer software copyright
- Relevant Skills: Android Development, Java, UI Design

TECHNICAL SKILLS

- Programming Languages: Java, Javascript, Python, C#
- Frontend Frameworks: React.js, Vue.js
- Backend frameworks: Django, SpringBoot, Node.js
- Databases: MySQL, PostgreSQL
- Development Tools: Visual Studio Code, PyCharm, IntelliJ IDEA, Unity, Jupyter Notebook
- Deployment tools: PythonAnywhere, GitHub Pages
- Other: GitHub, Jira, Figma, Bootstrap, OpenGL, Adobe Premiere Pro, Photoshop, Blender, Microsoft Office Suite (Word, PowerPoint, and Excel) etc.
- Bilingual: Mandarin (native), English

VOLUNTEER ACTIVITY

Project Coordinator (Volunteer for Internet Plus Initiative)   **Oct 2020 - Nov 2020**
South China University of Technology, Guangzhou, China
- Coordinated equipment control for over 5 project presentations, ensuring a seamless integration of technology and operational workflow
- Supervised overall event timeline, managing schedules for over 5 projects, and swiftly addressing logistical obstacles to uphold integrity of initiative
- Provided comprehensive support and communicated detailed explanations of initiative's objectives to a specific 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: Creator of 4 MAD videos and over 50 entertainment videos related to anime and games, shared on Bilibili
- AI Creation: Focus on 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 gaming, implementing these ideas into game development projects during leisure time