Lam Yeung

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EDUCATION

Drexel University — Philadelphia, PA

Bachelor of Science in Computer Science — *September 2017 - June 2022*

Concentration in Game Programming and Development

TECHNICAL SKILLS

Concepts: Single Responsibility Principle, Object-Oriented Programming, Data Structures

Languages: Python, C#, Java, HTML/CSS, JavaScript, PHP

Developer Tools: Git, Perforce, Visual Studio Code, PyCharm, IntelliJ, Unity, Maya, Photoshop, Illustrator

EXPERIENCE

DevOps Developer — Philadelphia, PA

University of Pennsylvania — *September 2019 - March 2020*

- Developed a web application that integrates data from multiple systems to track migration status
- Sanitized user inputs from the web application to prevent SQL injections
- Maintained and bug-fixed web application features for the Git repository
- Wrote PHP scripts that actively identifies the type of MySQL data displayed to the webpage

Systems Analyst — Philadelphia, PA

Bayada Home Health Care, Inc. — *September 2018 - March 2019*

- Wrote PowerShell scripts to export reports from SQL databases
- Created a random password generator web application used to unlock and reset passwords for users' accounts
- Determined legitimacy of user-reported emails by tracking IP addresses and rate of occurrences
- Participated in an annual Disaster Recovery drill by documenting communications between IT teams

PROJECTS

Cyber Threat Model | *Python, Tkinter, GitHub* — *September 2021 - June 2022*

- Collaborated with a team of six to build a platform for security analysts to quickly access threat information and mitigation methods
- Designed and coded several API requests targeted to collect specific key data on common vulnerabilities and exposures
- Followed limitation guidelines to prevent legitimate API requests from being denied
- Attended weekly meetings with a team of programmers to keep track of progression of weekly tasks

Ravagers | *C#, Unity, Perforce* — *September 2021 - March 2022*

- Programmed a state machine that dictates the actions of enemy AI
- Created a customizable spawner that allows any type and number of enemy objects to spawn into the world
- Designed an adjustable wave manager that utilizes the frequency of enemy spawns for gameplay progression
- Improved the interactions between the water environment and enemy AI by using Unity's NavMesh Agent as an invisible guide

Dungeons of Mathness | *C#, Unity, GitHub* — *September 2021 - December 2021*

- Programmed and bug-fixed an infinite stage system for gameplay progression
- Designed and implemented 2D assets with functional animations and UI components
- Incorporated a countdown timer that determines the length of a battle sequence between player and enemy characters
- Utilized Unity's Universal Render Pipeline to create 2D lighting