Yueyan Ying

Montreal | 438-526-1739 | yueyan.ying0256@gmail.com
GitHub: https://github.com/Mishimazzz   Personal-Web: https://yueyanying.com

SUMMARY OF QUALIFICATIONS

BSc graduate in Computer Science with a strong foundation in full-stack development and game design. Experienced in delivering commercial-grade web and game projects using Node.js, React, Vue, Unity, and C#, with proven leadership in guiding cross-functional teams to 95% on-time delivery. Recognized for building responsive, multilingual platforms, solving critical issues under tight deadlines, and driving measurable user growth. Fluent in English and Mandarin; intermediate French for bilingual work environments.

EDUCATION

McGill University, Canada   **Sep 2021 - May 2025**
Major Computer Science, Minor Mathematics | Bachelor of Science

SKILLS

Skills: Proficient in Java, Python, HTML5/CSS/JavaScript, TypeScript, Node.js, C, C#, C++, MISP and R
Frameworks & Libraries: React, Angular, RxJS, Vue, Java Stream, Collection, Reflections
Tools & Platforms: Git, Linux, IntelliJ IDEA, VS Code, Unity, PostgreSQL, MongoDB, RStudio
Technical Topics: Concurrent Programming, Multithreading
Languages: English (Professional), French (Intermediate), Mandarin (Native)

ACADEMIC PROJECTS

McGameJam Web
McGill University, Montreal, QC   Nov-Dec 2024
- Designed and developed a full-stack web application using React, MongoDB, HTML, CSS, and JavaScript, enabling 100+ users to purchase tickets and register teams online.
- Implemented secure login/logout functionalities and role-specific dashboards for judges and teammates to streamline operations. Focused on creating a responsive and user-friendly interface.
- Managed and stored event and user data efficiently with MongoDB, ensuring seamless data retrieval for 50+ events.
- Link: https://www.mcgamejam.ca/

Personal Web
Independent Project   *Jan - Sept 2025*
- Built several other personal portfolio websites using Node.js, React, HTML, CSS, and JavaScript to showcase 10+ projects and technical skills.
- Demonstrated full-stack development skills by creating both front-end and back-end components in a unified platform
- Link: https://wenkun-wu-personal-web.onrender.com

Rubi-Chess
Game Jam, Montreal, QC   *Jan 2024*
- Engaged in a 48-hour game design challenge with a 6-person team, showcasing teamwork and innovation
- Designed and developed by C#, Unity and crafted 2D scenes and 3D model. Awarded the "Most Technically Innovative" prize.
- Link: https://mishimazzz.itch.io/rubichess

Tencent Game Jam Competition
Game Jam   *Jul – Aug 2025*
- Led a 9-member team to deliver a fully playable 2D rhythm game within 8 weeks for Tencent Game Jam, serving as programming lead and implementing 100% of core gameplay features in Unity and C#.
- Coordinated workflows across design, art, and programming, achieving 95% on-time milestone completion and maintaining a unified creative vision.
- Diagnosed and resolved 20+ critical bugs under tight deadlines, boosting game stability and ensuring a smooth experience for 100+ play testers.
- GitHub Link: https://github.com/nine-nine99/QQ_GameJamCompetition_2025

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Independent Project   *Aug 2025*
- Designed and developed multiple custom personal portfolio websites for clients using Node.js, React, Vue, HTML, CSS, and JavaScript, delivering fully responsive and brand-specific designs.
- Integrated dynamic user interaction features and multilingual support, enhancing user engagement and accessibility for diverse audiences.
- Delivered commercial-grade solutions, helping clients showcase their work online and achieving a combined total of 3,000+ unique visits within the first month after launch.