

Yufeng Wang

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Skills

Status US-Canadian Dual Citizen

Programming Java, C#, Javascript, C++, C, MatLab, CGI, HTML5, CSS, Bash, x86 Assembly, DOS

Technologies GitHub, Unity, OpenGL, Microsoft Office

Education

McGill University Montreal
Bachelor of Science -Computer Science (Second Year) Sept. 2018 - Present

Utica Academy for International Studies Michigan, United States
IB Diploma Sept. 2014 - June 2018

Projects

3D Tic-Tac-Toe <https://github.com/nimbusskye/tictactoe> 2020

- ✚ Text-based 3D Tic-Tac-Toe game using C++
- ✚ Algorithmic checking for win conditions
- ✚ Functional AI by checking for win conditions each turn

Text RPG <https://github.com/NimbusSkye/TextRPG> 2018

- ✚ Large-scale Java application with extensive use of Object-Oriented Programming techniques
- ✚ Familiarized with Object-Oriented Programming in Java

P2P Dungeon Crawler <https://cs.mcgill.ca/~ywang498> 2019

- ✚ HTML and CGI-based dungeon crawler
- ✚ Familiarized with web packets and interfacing CGI with C programs
- ✚ Collaboration with fellow classmates to create a traversable dungeon

Video Game Level Design <https://github.com/Treeki/Reggie> 2011-2015

- ✚ Analyzed internals of New Super Mario Bros. Wii, contributed to a community level designer
- ✚ Designed custom levels as seen here: <https://youtu.be/kOmtDUW1PjY>
- ✚ Effectively coordinated and distributed team work across team members

Courses

Intro to Computer Science	Winter 2019
Linear Algebra	Winter 2019
Intro to Software Systems	Fall 2019
Intro to Computer Systems	Fall 2019
Discrete Mathematics I	Fall 2019
Software Design	Currently Taking
Computer Systems Lab	Currently Taking
Probability	Currently Taking
Differential Equations	Currently Taking