

Yufeng Wang

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Skills

Languages English (Native), Chinese (Mandarin), French (High School Level)
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
<ul style="list-style-type: none">✚ 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
<ul style="list-style-type: none">✚ 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
<ul style="list-style-type: none">✚ 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
<ul style="list-style-type: none">✚ 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