

# Dylan Yue | Software Developer

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## Projects

### Hydrophobia (Full-Stack Game Developer)

- Planned story, game mechanics, and level outlines
- Created artwork and animation assets using Piskel
- Implemented physics, animations, and game logic in Unreal Engine using C++ and Blueprints
- Incorporated feedback from beta testers for fixing bugs and refining game mechanics

### PointsOn (Web Developer)

- Created a static website in HTML, CSS, and Javascript
- Created 3D modeling YouTube tutorial videos and embedded in website
- Leveraged counter API to display page views
- Deployed static website using Azure

### Wolves (3D Modeling and Texturing Game Dev)

- Created 3D model assets using Blender and Rhinoceros 5
- Created UI elements using vector line art in Illustrator

## Skills

- C++, HTML, CSS, Java, PowerShell, and Linux
- Unreal Engine
- JetBrains Rider and Visual Studio
- Piskel
- Rhinoceros 5, 3Ds Max, OnShape, and Sculpttris

## Education

- UC Davis Computer Science Engineering Major '25
- Tesla STEM High School
- Udemy: Game and Web Development
- DigiPen: Game Development

## Work Experience

- Trader Joes Crew Member (2022 - present)
- Chief Operating Officer at UC Davis 3D Modeling Club
- Internship at Waste Management (2019-2020)
- Tutoring at Tesla STEM – CS and Mathematics

## Portfolio

### Hydrophobia

<https://github.com/WhenPterodactylsAttack/Hydrophobia>

**PointsOn** [https://www.youtube.com/channel/UC4I\\_-0o5jaY7uPCd\\_UwTaTg](https://www.youtube.com/channel/UC4I_-0o5jaY7uPCd_UwTaTg)

### Thingiverse 3D Modeling Portfolio

<https://www.thingiverse.com/mrmeepers/designs>

### Wolves

<https://wolvesgame.com/>