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 Sculptris

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*
Thingiverse 3D Modeling Portfolio
https://www.thingiverse.com/mrmeepers/designs
Wolves
https://wolvesgame.com/