**Dylan Yue | ECS Major**

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## Projects

* **Hydrophobia (Full Stack Game Development)** <https://github.com/WhenPterodactylsAttack/Hydrophobia>
  + Developed on Unreal Engine
  + Mixture of C++ and Blueprints
  + Created artwork and animation in Piskel
  + End-to-end development incorporating feedback from beta testers for bug fixing and refining game mechanics
* **PointsOn (Web development and 3D modeling tutorials)**  
  [https://github.com/WhenPterodactylsAttack/PointsOn](https://github.com/WhenPterodactylsAttack/PointsOn ) <https://www.youtube.com/channel/UC4I_-0o5jaY7uPCd_UwTaTg>
  + Created a static website in HTML, CSS, Javascript
  + Created YouTube tutorial videos and embedded in website
  + Leveraged counter API to display page views
  + Deployed static website on Azure
* **Wolves (MechAssault Game remake)**
  + Created 3D model assets using Blender and Rhinoceros 5
  + Vector line art in Illustrator

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| Skills and Abilities  * Coding:   + C++, HTML, CSS, Java, PowerShell, Linux environments * Tools   + Unreal Engine 4 and 5   + JetBrains Rider and Visual Studio   + Piskel   + Rhinoceros 5, 3Ds Max, OnShape, Sculptris  Education  * UC Davis Class of 2025 * Tesla STEM High School * *Udemy+* * DigiPen: 3d and 2d game development | Job Experience  * Trader Joes Crew Member (2022 - present)   + Leadership roles * Internship at Waste Management (2019-2020)   + Team Manager, Graphic Design, Research * Tutoring at Tesla STEM – Mathematics  References  * Thingiverse 3d Modeling Portfolio:<https://www.thingiverse.com/mrmeepers/designs> * Game Development for Wolves (Mr.Meepers): <https://wolvesgame.com/> |
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