**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

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| 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*](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*](https://www.thingiverse.com/mrmeepers/designs)  **Wolves**  [*https://wolvesgame.com/*](https://wolvesgame.com/) |
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