Yeng Vang

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EDUCATION

University of Minnesota-Twin Cities — Minneapolis, MN

B.A. Computer Science — *Graduated May 2025*

Century College — White Bear Lake, MN

A.S. Computer Science — August 2020 -May 2023

Relevant Coursework: Adv. Programming Principles, Algs. & Data Str., Object-Oriented Programming, Intro to Operating Systems, Internet Programming (Web Development), Machine Learning Fundamentals, Program Design & Development, Computational Linear Algebra, Probability and Stats, Programming Graphics and Games

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++, HTML, CSS, JavaScript, OCaml

Developer Tools: Git, GitHub, Postman, VS Code, Eclipse

Frontend Frameworks, Backend Frameworks, Libraries & Databases: React, Pug, Node.js, Express, MySQL

Other Libraries, Testing, Tools & Deployment: Google Test, GopherGfx, Heroku, Render, Docker

PROJECTS

Auto Auction Website | *HTML, CSS, Python, JavaScript, MySQL, Express, Node.js* | autoauction-3nk6.onrender.com/

- Developed a dynamic web application supporting vehicle listings with create, delete, and render functionality backed by a MySQL database.
- Migrated from static HTML to Pug templates to leverage loops, conditionals, and server-side dynamic rendering.
- Implemented RESTful routing and full-stack integration using Node.js and Express.

Drone Simulation | *C++, OOP Design Patterns* | dronesim.onrender.com/

- Enhanced an existing drone simulation by designing and implementing a WeatherControl system using the Singleton pattern to globally manage wind effects.
- Developed a DamageDecorator class applying the Decorator pattern to dynamically add wind-based damage behavior to drones.
- Improved system modularity and flexibility by applying object-oriented design principles.

Hole in the Ground | *GopherGfx, 3D Graphics* | hole-in-the-ground.onrender.com

- Implemented core gameplay logic for a 3D browser-based game inspired by *Donut County*, including movement boundaries, rigid body physics, and collision resolution.
- Developed sphere movement, gravity, and sphere-sphere collision handling with vector math and simplified physics for smooth gameplay.
- Contributed to an academic assignment focusing on interactive 3D graphics, geometric transformations, and physics simulation.

EXPERIENCE

Direct Support Professional - The Harbor | Feb 2020 -Present — Saint Paul, MN

- Maintained detailed daily documentation and reports, ensuring compliance and consistency using the software app Therap.
- Communicated effectively with clients, staff, and healthcare professionals, reflecting strong teamwork and interpersonal skills.
- Adapted quickly to dynamic environments and used critical thinking to support individual client needs.

Sales Consultant - AutoNation Ford | Nov 2019 - March 2020 — White Bear Lake, MN

- Translated technical specifications into clear, customer-friendly language to guide purchasing decisions
- Used CRM software to manage customer interactions and maintain detailed records, demonstrating precision and task organization.
- Met and exceeded sales targets through data-driven approaches and relationship-building.