

# Yanmei Wang

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## EDUCATION

**University of Michigan, Ann Arbor, United States** 04/2025

MS. in Computer Science & Engineering, GPA: 3.9/4.0

**University of Michigan, Ann Arbor, United States** 04/2023

BS. in Computer Science, GPA: 3.8/4.0

**Shanghai Jiao Tong University, Shanghai, China** 08/2023

BSE. in Electrical and Computer Engineering, GPA: 3.6/4.0

Coursework Spotlight: **Game Development**, Linear/Modern Algebra, Data Structure & Algorithms, Web Design & System, Machine Learning, Computer Security, Operating System, Human-Computer Interaction

## SKILLS

**Programming-related languages:** C#, C++, Python, GoLang, Swift, MySQL, HTML/CSS, javascript, typescript

**Tools:** Unity, Godot, Git, Jira, Confluence, VS Code, JetBrains IDEs

## GAME DEV PROJECTS

**Web-First, Accessible Game Engine Development** [[Git Repo](#)] Ann Arbor, MI

(Directed by [Professor Austin Yarger](#))

**Game Developer** | C#, Godot, Git 01/2024 – Present

- Developing a web-based game engine for **RTS + tower defense** games.
- Implemented the in-game toast message system using C# **Godot and Eventbus library**.
- Created the generalizable tower and resource functionalities using **Godot (C#)**, ensuring tower object animation and material adaptation.
- Developed the path-finding functions that attract player characters to construct the tower.

**Soul of the Forest (Wolverine Soft Studio)** [[Steam Page](#)] Ann Arbor, MI

**Game Developer** | C#, Unity, LDTK, Git, Jira, Confluence 09/2023 – 04/2024

- Developed a dialogue-driven **JRPG** game inspired by *Undertale*.
- Designed and Implemented multiple **cutscenes** using Unity built-in tools such as playable director.
- Programmed various **in-game interactions** between the player character and the environment.
- Created six level maps and applied layers of tilesets using **LDTK**; worked closely with the Art and TechAudio team.
- Utilized **Jira** for project management, and **Git** for code version control and cooperation.

**BIO 452: Field Ecology of Snail-Fungus Interaction** [[Gamejolt](#)] | [[Portfolio](#)] Ann Arbor, MI

**Game Developer** | C#, Unity, Git, Jira 03/2023 – 05/2023

- Developed a two-player asymmetric **RTS + tower defense** game.
- Implemented several core mechanisms in **Unity (C#)**: special ground blocks, the navigation and auto-attack features of little snail & mushroom RTS units, the overall damage-health system, etc.
- Led the art tasks and created in-game art assets using **ProCreate**, including menu, level design, sprites, CGs, etc.

## WORK EXPERIENCE HIGHLIGHT

**Software Developer Intern** | PreVeil, Inc. Boston, MA

**Skills used:** [Swift](#), [GoLang](#), [Git](#) 06/2024-08/2024

- Integrated the PreVeil Drive backend with the FileProvider framework on macOS using **GoLang and Swift**, successfully mounted the online PreVeil Drive to macOS devices' file system, keeping files updated on all devices.
- Implemented and deployed 22 **RESTful API** endpoints using the Swift **Alamofire** library, enabling mounting, browsing, and CRUD operations to remote drive directly via macOS Finder.
- Developed and deployed over 30 **unit tests** for the JSON decoder and the backend API endpoints using **XCTest**. Additionally, conducted API testing with **Postman**, ensuring code integrity.
- Iterated and improved **UI/UX** of PreVeil Desktop/Web App using **TypeScript, Javascript, and HTML/CSS**, improving performance and user experience.