

Yanmei Wang

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EDUCATION

- **University of Michigan, Ann Arbor, United States** 09/2023 – (Expect graduate) 04/2025
MS. in Computer Science & Engineering GPA: 3.8/4.0
- **University of Michigan, Ann Arbor, United States** 09/2021 – 04/2023
BS. in Computer Science GPA: 3.8/4.0
- **Shanghai Jiao Tong University, Shanghai, China** 09/2019 – 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
(Research 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 SPOTLIGHT

- **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.