Yanni Speron

Chicago, IL
yannisperon@gmail.com | +1 (847) 505-9019 | LinkedIn | GitHub | yannisperon.com

Work Experience

Research Software Engineer | *Part-time* **| UIC WTSE** **Nov 2024 – May 2025**

- Full-stack software engineer utilizing C, Python, JavaScript, and HTML working on an intraoral capacitive touchpad.
- Implemented a PyTorch model to filter out saliva interference using collected capacitive sensor data from human trials.
- Debugged Bluetooth stack of embedded devices and decreased communication latency and jitter by 22% and 60% respectively.

Software Development Engineer | *Full-time* **| GetYourThing, Inc.** **Nov 2022 – Nov 2024**

- Developed a recommendation and pricing engine in C++ that was 98% more efficient than existing software.
- Lead full-stack software development of internal tools using Java, Kotlin, and Swift in an Agile environment.
- Created data manipulation tools in Python using SQLite3 and a Node.js REST API.
- Managed deployment using Kubernetes and Docker.

Junior Associate Software Engineer | *Full-time* **| NetherRealm Studios** **Aug 2021 – Jun 2022**

- Contributed to the development of AAA video game Mortal Kombat 1 at a Warner Bros. Games subsidiary.
- Developed the backend system to manage suspending and resuming game fibers and threads.
- Used JIRA and Perforce to work in an Agile environment on a massive C++ codebase.

Software Engineering Intern | *Internship* **| UIUC HCESC** **May 2021 – Jul 2021**

- Lead C# developer on an interactive Unity-based animal spaying simulation for the UIUC College of Veterinary Medicine.
- Embedded and hosted the hardware accelerated simulation on a website so it could be used in course material.
- Worked with designers, artists, and reference experts in an Agile environment.

Skills

Programming Languages: C++, C, Python, SQL, Java, C#, JavaScript, Swift, GLSL
Rendering Frameworks: OpenGL, React, WebGL, UIKit, Unreal Engine, Unity
Computing Frameworks: Modern C++ STL, PyTorch, Pandas, NumPy, OpenCL, Spring Boot, Flask
Organizational Tools: Confluence, JIRA, Make, Git, Perforce VCS, Microsoft Office, Agile methods
Mathematical Foundations: Multivariable Calculus, Linear Algebra, Differential Equations, Discrete Mathematics, Statistics, Combinatorics, Optimization, Graph Theory, Calculus-based Physics
Soft Skills: Critical thinking, time management, problem-solving, effective communication, continuous growth, collaboration

Education

University of Illinois at Chicago, College of Engineering **May 2025**

- B.S. in Computer Science, cum laude, 3.70 GPA
- 99th percentile in graduating class ETS Major Field Test

Honors and Awards

Hack Ridge hackathon winner and recipient of 1517 Fund grant **Mar 2020**

- Awarded the first-place prize of an annual 24-hour coding competition with 200 other participants.

BrickHack 7 Best Newbie Hack **Feb 2021**

- Awarded first-place prize of the “Best Newbie Hack” category with 400 other participants.

Dean’s List University of Illinois at Chicago and Michigan State University **Multiple**

- Michigan State University attended before transferring to UIC.

Personal Projects

Fractyne: C++ Vulkan-based animated shader generation studio with signed distance field (SDF) rendering.
Andromeda: C++ cross-platform performant OpenGL 3D renderer with physically based rendering (PBR).
Atlas: C++ cross-platform game engine with Bullet3D physics and OpenGL Blinn-Phong shading.
Dynama: C++ physics engine with broad-phase, narrow-phase, and 2D/3D convex hull generation.
Smart Bike Helmet: Swift/UIKit/Arduino gyroscopic bike helmet with turn signals and BLE companion app.
Battleship: Java/JavaFX fully featured networked multiplayer Battleship game in 3D.
Website: React portfolio site showcasing some projects.