

# Yanni Speron

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## Work Experience

- Research Software Engineer / Part-time | UIC WTSE** **Nov 2024 – Present**  
Full-stack software engineer utilizing C, Python, JavaScript, and HTML with interdisciplinary collaboration.
- 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 iOS development of internal tools using Swift, UIKit, SpriteKit, and SceneKit in an Agile environment.  
Created data manipulation tools in Python using SQLite3 and a Node.js REST API.
- 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.  
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 a Unity-based spaying simulation for veterinary students, working with designers, artists, and experts at the University of Illinois at Urbana-Champaign College of Veterinary Medicine.
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## Skills

- Programming Languages:** C++, C, SQL, Python, C#, Java, JavaScript, Swift, F#, Scala, GLSL
- Rendering Frameworks:** OpenGL, UIKit, React, WebGL, SpriteKit, SceneKit, ImGui
- Computing Frameworks:** C++ STL, PyTorch, Pandas, NumPy, OpenCL, Bullet (C++11, C++14, C++17, C++20)
- Digital Creation Tools:** Unity, Unreal Engine 4/5, Blender, Autodesk Maya, Adobe Photoshop
- Organizational Tools:** Confluence, JIRA, CMake, Premake, Git, Plastic SCM, 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
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## Education

- University of Illinois at Chicago, College of Engineering** **May 2025**  
*B.S. in Computer Science, Cumulative GPA: 3.7/4.0*  
*99<sup>th</sup> percentile in graduating class ETS Major Field Test*
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## 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.
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## Personal Projects

- Fractyne:** C++ Vulkan-based animated shader generation studio with signed distance field rendering.
- Andromeda:** C++ cross-platform performant OpenGL 3D renderer with physically based rendering.
- 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 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 projects.

