

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.

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,

Education

University of Illinois at Chicago, College of Engineering

May 2025

B.S. in Computer Science, Cumulative GPA: 3.7/4.0

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 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.

