Yanni Speron

Chicago, IL

ysperon.work@gmail.com | LinkedIn | GitHub | yannisperon.com

Work Experience

Software Engineer | *Full-time* | **RQD* Clearing - Execution Services**   **June 2025**
- Developed and maintained ultra-low latency HFT infrastructure around the needs of partner firms.
- Translated non-technical business requirements into efficient, scalable, and stable technical implementations.
- Wrote and expanded integration testing infrastructure, CI, and internal tools. Interviewed candidates for technical positions.

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.
- Managed deployment using Kubernetes, Docker, and CI/CD pipelines 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.
- 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, Flask
Organizational Tools: Confluence, JIRA, Make, Git, Perforce VCS, Agile methods, GitHub Actions, CI/CD pipelines
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 Urbana Champaign, College of Engineering   **Jul 2026**
- M.S. in Computer Science expected July 2026.

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.

Personal Projects

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.
Website: React portfolio site showcasing some projects.