

# Yanni Speron

Chicago, IL

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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 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.
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## 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

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## Education

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

**May 2025**

- B.S. in Computer Science, cum laude, 3.70 GPA
  - 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 (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.