

YANNI SPERON

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SUMMARY

Versatile and motivated Computer Science professional with experience developing reliable, scalable solutions across various platforms to solve complex technical challenges. Adaptable and curious, with a problem-solving mindset and a focus on learning new technologies and refining skills. Eager to contribute to a collaborative team where innovation and continuous growth are encouraged, while delivering meaningful and effective results.

EDUCATION

University of Illinois at Chicago, College of Engineering

Jan 2023 – May 2025

B.S. in Computer Science

- Expected graduation: May 2025.
- Cumulative GPA: 3.70/4.0.
- 99th percentile in graduating class ETS Major Field Test.

Michigan State University, College of Engineering

Aug 2020 – May 2022

Computer Science

- Transferred to UIC: May 2022.
 - Cumulative GPA: 3.83/4.0.
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WORK EXPERIENCE

Research Software Engineer at UIC WTSE

Nov 2024 – Present

- Collaborated across interdisciplinary teams, including healthcare, engineering, and design in the University of Illinois at Chicago Wearable Technology and Sensory Enhancement Laboratory.
- Worked as a full-stack software engineer, utilizing C, Python, JavaScript, and HTML to build functional prototypes and research tools designed around accessibility and connectivity.
- Designed and developed a wearable solution to diagnose and rehabilitate the impeded communication of stroke patients using an oral embedded device with Bluetooth Low Energy (BLE) connectivity.

Software Development Engineer at GetYourThing, Inc.

Nov 2022 – Nov 2024

- Developed an extremely efficient recommendation and pricing engine in C++.
- Collaborated with clients, artists, and developers while leading full-stack iOS development of two internal tools using Swift, UIKit, SpriteKit, and SceneKit.
- Developed a private RESTful API in Node.js connected to an SQL database.
- Created internal data manipulation tools in Python using SQLite3.

Junior Associate Software Engineer at NetherRealm Studios

Aug 2021 – Jun 2022

- Worked on *Mortal Kombat 1* at a Warner Bros. Games subsidiary.
- Designed new features, debugged systems, and worked alongside industry professionals on a massive C++ codebase in Unreal Engine 4 using JIRA and Perforce to stay organized.

Software Engineering Intern at 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.

IT Manager for Park Ridge Medical Spa

Dec 2019 – Jul 2023

- Installed and configured software. Routed and terminated ethernet cables. Set up security system.

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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, Vulkan

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

Mathematical Foundations: Multivariable Calculus, Linear Algebra, Differential Equations, Discrete Mathematics, Combinatorics, Optimization, Graph Theory, Statistics, Calculus-based Physics

Soft Skills: Critical thinking, time management, problem-solving, effective communication

PERSONAL PROJECTS

Fractyne: C++ Vulkan-based animated shader generation studio with SDF rendering.

Andromeda: C++ cross-platform performant OpenGL rendering engine with physically based rendering.

Atlas: C++ cross-platform game engine with Bullet physics integration with OpenGL Blinn-Phong shading.

Dynama: C++ physics engine with broad-phase, narrow-phase, and 2D/3D convex hull generation.

Smart Bike Helmet: Swift written bike helmet with turn signals using Arduino, BLE, and UIKit.

Battleship: Java/JavaFX written fully featured networked multiplayer Battleship game in 3D.

Website: React/JavaScript/CSS personal portfolio to demonstrate projects.

HONORS & 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.
- Solely developed a sleep mask that woke the user up gradually using LED lights built into the fabric. Alarms were set in the companion SwiftUI app through Bluetooth communication with an Arduino Nano.

BrickHack 7 Best Newbie Hack

Feb 2021

- Awarded first-place prize of the “Best Newbie Hack” category with 400 other participants.
- Sole developer of the backend of a website that performed sentiment analysis.
- Calculated and provided statistics on any X user’s account for display on the front end.
- Back-end API written in Python using the Flask framework and hosted on an AWS server.
- Routed traffic through a proxy server to avoid X denying all requests from AWS servers.

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

Multiple

REFERENCES

Available upon request