

Boyang Yu

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Email (Personal): yuligent.ycg@gmail.com

LinkedIn: <https://www.linkedin.com/in/boyangyu/>

ArtStation: <https://zebraseller.artstation.com/albums/2056553>

Portfolio Website: <https://zebraseller.github.io/boyang-portfolio-2/>

Email (School): boyangy4@illinois.edu

GitHub: <https://github.com/ZebraSeller>

Education:

University of Illinois at Urbana-Champaign

May 2023

Major: Materials Science and Engineering **Minor: Computer Science**

Courses Taken: Intro to Computer Science, Discrete Structures, Data Structures, Matrix Theory, Differential Equations, Statistics and Probability

Experiences:

Personal Website Project (1.0 & 2.0)

January-November 2021

- Created a personal portfolio/info website that acts as an interactive resume.
- Used React, JavaScript, HTML, CSS to create visual elements and improve user interaction.
- Website URL: <https://zebraseller.github.io/boyang-portfolio-2/>

Web Development Internship at Shoptaki

June-August 2021

- Worked on web apps, designed UI and implemented web pages with HTML, and React JS.
- Collaborated with team members to create new components and pages for websites.
- Page Demo: <https://www.artstation.com/artwork/9mYyZy>

Various Unity Mini Games/Projects

2020-2021

- Created several mini games using C# and Unity Engine.
- Created most of the 3D and visual assets using Photoshop and 3DS Max.
- Demo of one of the finished projects: <https://www.artstation.com/artwork/ZGqIN1>

3D Modeling & Texturing

2017-2021

- Created 3D models and respective UV mapped textures.
- Modelled organic and non-organic objects, terrains, etc.
- ArtStation Album of 3D Modeling Portfolio: <https://zebraseller.artstation.com/albums/2056553>

UIUC CS Department Course Rating App Project

November 2020

- Implemented Java code based on a given framework to make a functional android app.
- Created the UI and core mechanics to retrieve and display data.
- GitHub: <https://github.com/ZebraSeller/MP-Fall2020-boyangy4>

First Tech Challenge (FTC) Robotics Competition

2017-2018

- Designed mechanisms for the robot, and programmed its autonomous behaviors using Java.
- Aided in Outreach by using photoshop to design posters and logos for the team.
- Team ranked top 3 in regional competition and advanced to FTC World Championships.

Awards and Honors:

Dean's List of the Grainger College of Engineering (UIUC)

Spring 2021

Dean's List of the Grainger College of Engineering (UIUC)

Fall 2020

Dean's List of the Grainger College of Engineering (UIUC)

Spring 2020

AP Scholar with Distinction

July 2019

President's Volunteer Service Gold Award

2016

Skills:

Programming Languages & Libraries: C++, Java, JavaScript, React JS, HTML, CSS, C#, Python

Software Development Tools: Unity Engine, Visual Studio, Android Studio, Eclipse IDE, GitHub, R Studio

Data Analysis & Productivity: R, MATLAB, Excel, Word, PowerPoint

Digital Imaging / Art: Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro

3D Modeling: 3DS Max, Blender, Adobe Photoshop (UV and texturing), Substance Painter

Language: English, Chinese (Mandarin)