Boyang Yu

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LinkedIn: https://www.linkedin.com/in/boyangyu/   GitHub: https://github.com/ZebraSeller
ArtStation: https://zebraseller.artstation.com/albums/2056553
Portfolio Website: https://zebraseller.github.io/boyang-portfolio-2/

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/ZGqlN1

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 Outreaching 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)