

Boyang Yu

(Authorized to Work in the U.S.)

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Personal Website: zebraseller.github.io/boyang-portfolio-2/

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

+ Education:

University of Illinois at Urbana-Champaign

May 2023

Major: Materials Science and Engineering Minor: Computer Science

Overall GPA: 3.75

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

+ Experiences:

Front-End/Software Engineer Internship at Shoptaki

June-August 2021

- Developed web applications. Designed & implemented UI components and web pages with HTML, and React JS.
- Collaborated with team members to create new components and pages for websites.
- Designed and Implemented a functioning, responsive Donation Page within given timeframe.

+ Projects:

Boyang's Personal Website (HTML, CSS, React.js)

January-November 2021

- Created a mobile-friendly, responsive personal portfolio/info website that acts as an interactive resume.
- Utilized React.js, HTML, and CSS to create visual elements and improve user experience.
- Designed the structure, functionalities, and visual theme of the website.
- Website URL: <https://zebraseller.github.io/boyang-portfolio-2/>

Various Unity Mini Games/Projects (Unity, C#)

2020-2021

- Created several mini games using C# and Unity Engine.
- Created most of the 3D and visual assets using Photoshop and 3DS Max.
- GitHub Repository for one of the projects: <https://github.com/ZebraSeller/HumveeSim>

CS Department Course Rating App Project (Java)

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 (Java)

2017-2018

- Designed mechanisms for the robot, and assisted in programming 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 2020 – Fall 2021

AP Scholar with Distinction

July 2019

President's Volunteer Service Gold Award

2016

+ Skills:

Soft Skills: Quick Learner, Teamworking, Critical Thinking, Problem Solving, Communication

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

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

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

Digital Imaging / Art & 3D Modeling: Adobe Illustrator, Photoshop, Premiere Pro, 3DS Max, Blender

Language: English, Chinese (Mandarin)