

BENJAMIN YI

13552 Potomac Riding Lane, Rockville, MD 20850 • (240) 671-7757 • bencyi@me.com

<https://github.com/bencyi> • <https://www.linkedin.com/in/benjaminycyi/>

Professional Summary

Second year computer science student with working proficiency in Java, JavaScript, C#, and game development. Research-driven and highly organized seeking to obtain a position as a software developer.

Skills

- Hardware and software installation
- Java
- Javascript
- C#
- Game Design
- Unity Game Engine
- Virtual reality development
- Data collection and analysis
- Effective communication
- Design process reporting
- Operating Systems

Work History

Research Assistant, 06/2019 to Current

Human-Computer Interaction Lab – College Park, MD

- Supported research and development efforts to create virtual environments in the Unity game engine.
- Aided development team in integrating multi-user compatibility using Photon networking.

Program Mentor, 07/2019 to 07/2019

University of Maryland - College Park – College Park, MD

- Cultivated connections and strong student rapport to foster activity engagement, in addition to managing and counseling over 400 young students.
- Planned, implemented and evaluated activities for Terp Young Scholars.

Tutor, 06/2016 to 07/2018

C.C.B. School of Rockville – Rockville, MD

- Applied effective learning strategies to improve students' study skills and retention.
- Crafted effective learning plans to address students' writing weaknesses and strengths.
- Collaborated with instructors to determine areas of focus and created material for students to work on.

Personal Projects

Gardening App (Unity – C#)

<https://github.com/bencyi/Multi-User-Cross-Platform-App>

- Created an app in Unity where users can interact in a garden-like environment. Multi-user capability using Photon server hosting and Photon Unity Networking. Custom C# scripts written to detect user's device and allow PC, Mac, and Oculus Quest integration.

Snake (Java)

<https://github.com/bencyi/Snake>

- Developed the game of snake using polymorphism to create the player, food items, and the player's trail.
- Implemented custom player "trail" allows increased visual quality of the in-game snake.

Education

Computer Science

University of Maryland - College Park - College Park, MD

High School Diploma: 05/2018

Thomas S. Wootton High School - Rockville, MD