



Jack Yang

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caicutech.github.io

Education

**University of California,
San Diego**

B.S. in Computer Science,
Minor in Literature.
Class of 2022.

Coursework

Advanced Data Structures
Object-Oriented Design
UX + Interaction Design
Advanced Rendering
Game Design and Implementation

Data Science
Algorithm Design
Computer Graphics
Computer Animation
Computer Vision

Skills

Programming Languages

C#
C++
Python
JavaScript
HTML5
CSS

Games + 3D Graphics:

Unity
Blender
Godot
Twine
Embree3
OpenGL

Experience With:

Git
Unix
Adobe Photoshop
Adobe InDesign
Ableton Live
Famitracker

Experience

Unity Developer (Intern, Contract)

Sept 2021 - Present

FoundrySix

- Led development on level generation in ARealm, an Augmented Reality Dungeons & Dragons experience.
- Worked with Niantic's Lightship ARDK and wrote multiplayer networking code in ARealm and other multiplayer AR experiences.
- Researched and implemented Unity third-party APIs to improve game-play experience in ARealm and other game projects.
- Completed several client projects, regularly communicating with clients and implementing client feedback.

Projects

Charioteer!

Mar. 2022 - Jun. 2022

Developed a office chair racing game in a home-grown Rust engine with a small team as a senior thesis project. Contributed to ECS implementation, art, UI, music, and helped host a live gameplay demo.

Once Upon A Time On Mars

Apr. 2022

Designed, animated, composed, and programmed a space western arcade game over the span of a week as a solo submission to the California Inter-collegiate Game Jam. Voted "Most Likely To Get Kickstarted".

Subway Samurai

Apr. 2021

Designed, animated, and programmed a Unity game over the span of a week as a solo submission to UCSD VGDC's Spring Game Jam. Ranked best game overall and best use of the jam's theme: "One Room".

Monte Carlo Path Tracing Renderer

Jan. 2021 - Jun. 2021

Programmed a real-time C++ path tracer with realistic lighting models through UCSD's Computer Graphics and Advanced Rendering course. Studied and implemented acceleration structures, path tracing, importance sampling.

Volunteering

Day Coordinator at Groundwork Books

Oct. 2019 - Jun. 2022

Sold books, managed staff, and organized events as part of the volunteer members of the student-run bookstore at UCSD's Student Center.