



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.

Skills

Web + UI/UX Design:

React
JavaScript
HTML
CSS
Figma

Games + 3D Graphics:

Unity
Renpy
Godot
Embree3
OpenGL

Experience With:

Git
Unix
Adobe Photoshop
Adobe InDesign

Coursework

Advanced Data Structures
Object-Oriented Design
UX + Interaction Design
Advanced Rendering

Data Science
Algorithm Design
Computer Graphics

Experience

Design Lead

Sept 2019 - Present

UCSD Association for Computing Machinery

Creating a design system for the branding and web presence of UCSD's chapter of ACM, and collaborating with the Development team on ACM's original component library.

Projects

Subway Samurai

Apr. 2021

Designed, drew, 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".

Admiring Art: Love on Library Walk

Mar. 2021 - Apr. 2021

Lead a development team behind an interactive fiction game where players befriend famous art pieces around UCSD's campus. Made as a collaboration with UCSD's The MQ for their print satire parody of Nintendo Power.

Monte Carlo Path Tracing Renderer

Jan. 2021 - Jun 2021

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

Volunteering

Graphics Editor at The MQ

May 2019 - Present

Creating graphics, designing spreads, and writing articles for UCSD's premier satire publication, The Muir Quarterly.

Day Coordinator at Groundwork Books

Oct. 2019 - Present

Selling books, creating graphics, and organizing events as part of the volunteer staff at student-run bookstore in UCSD's Student Center.