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Jack Yang
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caicutec.github.io

Education

University of California, San Diego
B.S. in Computer Science, Minor in Literature.
Class of 2022.

Skills

Technical
C#
C++
Unity
Godot
Twine
Renpy
Embree
OpenGL

Game Development
Game Design
Prototyping
UI Design
Pixel Art
3D Modeling
Music Composition
Narrative Design

Other
Git
Unix
Blender
Photoshop
Ableton
Famitracker

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

Experience

Freelance Unity Developer - ARealm **Sept 2021 - Present**
FoundrySix
- Led development on level generation for ARealm's core game loop.
- Contributed to multiplayer networking code for PVP in ARealm and other multiplayer AR experiences.
- Researched and implemented Unity third-party APIs to improve gameplay experience in ARealm.
- Completed several client projects, regularly communicating with clients and implementing client feedback.

Personal Projects

Charioteer! **Mar. 2022 - Jun. 2022**
Rust
Developed a office chair racing game in a custom 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**
Unity
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**
Unity
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**
C++, Embree
Programmed a real-time C++ path tracer with realistic lighting through UCSD's Computer Graphics and Advanced Rendering course. Studied and implemented acceleration structures, importance sampling, and industry level lighting models (GGX).