Calvin Yoh

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WORK EXPERIENCE

UCR BRAIN GAMES CENTER
Software Engineer Intern
Jan 2020 – Present | Riverside, CA

- Primary Project - Developing a localization library from scratch using CSV and Regex. Allows developers to easily implement multiple languages on the graphical user interface.
- Secondary Project - Improved the current environment used in an audio study, including prototyping a new enemy AI base.

LAWRENCE LIVERMORE NATIONAL LABORATORY
Data Science Challenge
Sept 2021 – Sept 2021 | Livermore, CA

- Learned how to used Python machine learning packages (Tensorflow) to filter input data and train a model to determine the difference between images of astronomical objects.

STEM AND ARTS
Computer Science Tutor
July 2019 – Present | Chino, CA

- Teach kids basic computer science principles. Levels range from introductory courses to high school AP requirements.

EVARA VR
Software Engineer Intern
June 2017 – Aug 2017 | Costa Mesa, CA

- Introduction to software development in a professional work space. Developed software for company AR and VR applications.

RELEVANT ACTIVITIES

PERSONAL PROJECTS

- Title TBD (A multiplayer party game)
  - Created a multiplayer game for up to 12 players. Used Unity's new netcode library to connect server-side information with client-side updates and UI.
- Orange Boy (Platformer)
  - 2D platformer focused on enhanced physics based movement as well as intriguing enemy artificial intelligence
- My Nonsense Cat (JRPG)
  - Worked with club members to develop a JRPG with grid-styled turn-base mechanics. Programming lead for the project, and developed tools for artists/writers/designers.
- Sight Labs (VR)
  - A virtual reality project focused on camera manipulation. Includes a unique feature that allows players to take over vision of enemy characters.
- OpenCV with real time computer vision
  - Used OpenCV image recognition library to recreate pop culture trends as AR overlays over different objects. Works for both stock images and live video feed.

COURSEWORK

- University of California, Riverside | Machine Learning, Data Structures and Algorithms, Applied Linear Algebra, Design and Architecture of Computer Systems, Software Construction, Computer Graphics, Virtual Reality, Probability and Statistics, Micro/Macroeconomics.

EDUCATION

UC RIVERSIDE
B.S. in Computer Science
Expected June 2022
Minor in Economics
Expected June 2022
Riverside, CA
Bourns College of Engineering
GPA: 3.4 / 4.0

SKILLS

Programming
Over 5000 lines:
C# • Python
Over 1000 lines:
Java • C++
Familiar:
HTML/CSS • Matlab • LaTeX • Lua

Packages
Tensorflow • Keras • Pandas • SciKit-Learn • Matplotlib • OpenCV

Technologies
Unity3D • Git • Excel • Adobe CC

AWARDS

2020 – Best Beginner Hack
Citrus Hack hackathon
2019 – Best Game
Rose Hack hackathon
2018 – Eagle Scout
Boy Scouts of America
2017 – 1st place
Congressional App Challenge - High School Division

INTERESTS

Hiking, Film making, Video editing, Photography, Video Games, Piano