

# 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 use 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
  - 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.
- 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 / PROGRAMS

Tensorflow • Keras •

Pandas • SciKit-Learn •

Matplotlib • OpenCV •

Unity3D

## 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