Calvin Yoh

SOFTWARE ENGINEER · GAME DEVELOPER

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"Debugging my way through the game called life."

Summary

Current Computer Science student at the University of California, Riverside. 2+ years experience in game development. Interested in learning new ways of problem-solving and excited for an opportunity to work on great software!

Work Experience

UCR Brain Games Center   *Riverside, CA*

GAME DEVELOPER INTERN   *Jan. 2020 - Present*

- Prototyping a 4X environment for Listen, an Audio game by UCR Brain Games Center
- Managing input and developing a simple enemy AI
- Customizing a tile-map system on Unity for easy design workflow
- Writing a localization tool for Recollect, a Study game by UCR Brain Games Center

Stem and Arts   *Chino Hills, CA*

TUTOR   *July. 2019 - Present*

- Work with kids from 7 - 12, teaching them basic computer programming principles using Scratch and MIT app inventor
- Work with kids 15+, teaching them AP Computer Science (APCS) materials

Evara VR   *Costa Mesa, CA*

GAME DEVELOPER INTERN   *Jun. 2017 - Aug. 2017*

- Introduction to Unity and game development in a professional environment
- Worked on developing games for the company for both mobile and PC.

Honors & Awards

DOMESTIC

2019	**Best Game**, Rose Hack	*CA, United States*
2018	**Eagle Scout**, Boy Scouts of America	*CA, United States*
2017	**1st Place**, 2017 Congressional App Challenge - High School Division	*CA, United States*

Education

UCR(University of California, Riverside)   *California, United States*

B.S. IN COMPUTER SCIENCE   *Sept. 2018 - Present*

- Current 3.4 GPA

Extracurricular Activity

Personal Project   *Chino Hills, California*

MAIN DEVELOPER   *Jun. 2020 - Present*

- Designing a 2D platform game
- Managing the current code base of the project

Gamespawn UCR   *Riverside, California*

MEMBER   *Sept. 2019 - Present*

- Practiced game development in a group setting
- Programming Lead for "My Nonsense Cat" - A JRPG inspired by Fire Emblem