**Andrew Yang**

+1-(571)-398-1529 | Boston, MA | [ayang2024@gmail.com](mailto:ayang2024@gmail.com) | https://github.com/cr1speecr3m3

Availability: January 2026 – August 2026

**Education**

**Northeastern University** Boston, MA

*Bachelor of Science in Computer Science, GPA: 3.29/4.0 2028*

**Technical Skills**

**Languages:** C++, C#, Java, Python

**Engines:** Unity, Unreal Engine

**Other:** Git/GitHub, IntelliJ, Eclipse, CAD, Blender

**Project Experience**

**Little-Lich: Open-World 2D RPG** Nov. 2024 – Present

* Designed and constructed story and art elements crucial to the early development of the game
* Wrote and revised code surrounding the mechanics of the game as well as optimization of elements for better performance
* Designed and deployed new UI system within Unity for better player experience

**Desert Ruin: Unreal Engine Animation** Dec. 2024 – June 2024

* Designed 3D environmental assets to be used in a 30 second shot in Unreal Engine
* Designed and directed camera movement and filming with filters and weather effects to achieve improved immersion

**Work Experience**

**Harvard Spatial Data Lab** June 2025 – August 2025

* Organized workshop for graduate students and professors to incorporate KNIME analytics platform into their research
* Developed software using Python based in KNIME crucial to geospatial research used in government and environmental fields
* Conducted code review and resolved issue requests located in GitHub to enhance and improve user experience with the software

**Aspiring Student Scientists Internship Program (ASSIP)** June 2021 – August 2024

* Conducted research on air quality concentrations in the world alongside graduate students and professors
* Led a team of 3-5 students in developing code to sort and improve efficiency of sensors used in our research
* Debugged and redesigned sensors for easier data access and future modifications

**Interests**

Digital Art, Gaming, Story Writing, Game Development, Cooking, Coding, Rock Climbing