

CLEON DOAN

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EDUCATION

University of California, Irvine -- *B.S. in Computer Game Science* (August 2018 - June 2023)

- Relevant Coursework: Data Structure Implementation and Analysis - Python Programming - C++ Programming
Software Engineering - 3D Modeling and World Building - Information Retrieval - Linear Algebra
- Activities and Accolades: Video Game Development Club - Dean's List (Winter '19 - Spring '20 - Winter '21 - Spring '22)

TECHNICAL EXPERIENCE

Coding Instructor at Code Ninjas -- *Cerritos, CA* (September 2021 - Present)

- Doubled the rate of succession on programming assignments for all students by personalizing learning plans
- Taught Javascript, C#, Unity, and visual programming by building games with tools developed by Microsoft and MIT
- Coordinated and led coding boot camps which taught groups of 10-15 students how to modify game components including in today's popular games like Roblox and Minecraft

Research Assistant at Stanford University

(August 2017 - June 2018)

- Implemented navigation and error handling for an autonomous vacuum cleaner using C++ and an Arduino starter kit

PROJECTS

CRYOGENESIS: Programmer on Puzzle Game (Unreal Engine 5 + Blueprints) (March 2022- June 2022)

- <https://piheric.itch.io/cryogenesis>
- Simulated objects floating on a water plane by creating new collision channels and a buoyancy system
- Visualized melting ice blocks by employing static meshes, materials and textures, and geometry caches
- Manipulated level progression with booleans changed through pressure switches, doors, and electrical circuits

3D Forest Models Prototype (C#, Unity Engine, Maya, Blender)

(March 2022)

- github.com/doancleon/3D-Forest-Game
- Compiled self-created 3D models with rigging from Blender and Maya into a Unity game file
- Procedurally generated a terrain with colorized mountains and valleys using Maya scripting and its 3D Paint Tool
- Designed and programmed a playable exploration game that initiates player interaction through animation clips

Search Engine Project (Python)

(February 2022 - March 2022)

- github.com/doancleon/doanc_search_engine
- Yielded a list of the top 20 web pages under 300ms in relation to a user-defined search query
- Ranked web pages by using an inverted index, cosine similarity, and a term frequency-inverse document frequency statistic as scoring
- Refined search queries by implementing a graphical user interface (GUI) to handle spelling errors and ill-defined queries

Web Crawler/Scraper Project (Python)

(January 2022 - February 2022)

- github.com/doancleon/doanc_web_crawler
- Programmed a web crawler/scraper to extract hyperlinks from web pages from domains in UCI's ICS department
- Parsed and tokenized valid web pages and analytically tracked words and subdomains
- Improved initial runtime of 6 hours to <1 hour (600% improvement) by detecting "crawler traps" and analyzing HTTP status codes and webpage redirection

Arcane: 3D Multiplayer Role-playing Prototype (C#, Unity Engine)

(January 2022 - March 2022)

- <https://github.com/doancleon/Arcane-3DMultiplayerRPG>
- Implemented a factory design pattern to produce weapons and interactable power-ups of 5 different elements
- Created a local two player game with health and movement systems as well as an inventory of weapons for each player

SKILLS

Technical Skills

C++ - Unity - Unreal Engine 5 - Python - C# - JavaScript - Maya - Github - Visual Studios - Trello - Perforce - SQL

Concepts

SDLC - Software Design Patterns - Search Engine Optimization - Database Management - Design Documents

Additional Skills

Youth Tutoring - Team Management - Vietnamese Fluency - English Fluency