CLEON DOAN

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SKILLS

Technical Skills: C++ - Unity - Unreal Engine 5 - Unreal Blueprints - Python - C# - JavaScript - Maya - Github - Trello - Perforce - VmWare
Concepts: Object-Oriented Programming - Game Design - Programming Design Patterns - Search Engine Optimization
Additional Skills: Youth Tutoring - Team Management - Vietnamese Fluency - English Fluency

EDUCATION

University of California, Irvine -- *B.S. in Computer Game Science* *(August 2018 - June 2023)*
- Relevant Coursework: Multiplayer Game Systems (C# and Unity) - 3D Modeling and World Building (Maya/Blender) - Data Structure Implementation and Analysis - Software Engineering - Information Retrieval
- Activities and Accolades: Video Game Development Club, Dean's List (Winter 2019, Spring 2020, Winter 2021, Spring 2022)

Andrew Hill High School -- *International Baccalaureate Candidate* *(August 2014 - June 2018)*

TECHNICAL EXPERIENCE

Coding Instructor at Code Ninjas -- *Cerritos, CA* *(September 2021 - Present)*
- Taught Javascript, C#, Unity, and visual programming by assisting students in building games using tools developed by Microsoft and MIT
- Completed the company's teaching curriculum of 75+ games made with Javascript and 55+ games made in Unity
- Participated in organizing coding boot camps which taught groups of 10-15 students how to modify game components in today's popular games like Roblox and Minecraft

Research Assistant at Stanford University *(August 2017 - June 2018)*
- Evaluated and implemented navigation analysis and mapping methods for an autonomous vacuum cleaner using C++ and an Arduino starter kit

PROJECTS

***CRYOGENESIS*: Programmer on Puzzle Game (Unreal Engine 5, Unreal Blueprints)** (March 2022- June 2022)
- https://pjheric.itch.io/cryogenesis
- Created a new collision channel and buoyancy system to simulate an ice block floating on a water plane
- Employed static meshes, materials and textures, and geometry caches to visualize melting ice blocks
- Manipulated level progression with booleans changed through pressure switches, doors, and electrical circuits

3D Forest Models Prototype (Unity Engine, Maya, C#, 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 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 ranked list of the top 20 web pages under 300ms in relation to a user-defined search query
- Refined search queries by implementing a graphical user interface (GUI) to handle spelling errors and ill-defined queries
- Scored web pages by using an inverted index, cosine similarity, and a term frequency-inverse document frequency statistic

Web Crawler Project (Python) (*January 2022 - February 2022*)
- github.com/doancleon/doanc_web_crawler
- Programmed a web crawler 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 (Unity Engine, C#)** (*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

EXTRACURRICULARS

Master Barista and Trainer at Starbucks Corporation *(June 2017 - January 2021)*
- Completed 100 hours of voluntary coffee academy to receive Master Barista title
- Trained 8 new team members and furthered leadership skills by delegating tasks among a 10+ person work team