

CLEON DOAN

doancleon@gmail.com | (408) 915 - 9043 | linkedin.com/in/doancleon | github.com/doancleon

SKILLS

Technical Skills: C# - Unity - Github - Python - Javascript - C++ - Visual Studios - SQL - Maya

Concepts: Object-Oriented Programming - Game Design - Programming Design Patterns - Search Engine Optimization

Additional Skills: Youth Tutoring - Team Management - Vietnamese Fluency - English Fluency - Communication

EDUCATION

University of California, Irvine -- *B.S. in Computer Game Science*

(August 2018 - June 2023)

- Relevant Coursework: Multiplayer Game Systems (C# and Unity) - Advanced Python Programming - 3D Modeling (Maya) - Advanced C++ Programming - Software Engineering - Database Management (SQL) - Information Retrieval
- Activities and Accolades: Video Game Development Club, Dean's List (Winter 2019, Spring 2020, Winter 2021)

Andrew Hill High School -- *International Baccalaureate Candidate*

(August 2014 - June 2018)

TECHNICAL EXPERIENCE

Coding Instructor at Code Ninjas -- *Cerritos, CA*

(September 2021 - Present)

- Equipped students with programming skills in LUA and Javascript by utilizing the company's development platforms
- Participated in designing and executing coding boot camps which taught groups of 10-15 students how to modify game components such as textures and equippable items in today's popular games like Roblox and Minecraft
- Completed the company's teaching curriculum of 75+ games made with Javascript and 55+ games made in Unity
- Emphasized the company's core value of using games to teach programming

Research Assistant at Stanford University

(August 2017 - June 2018)

- Evaluated and implemented efficient navigation analysis and mapping methods using Arduino's IDE
- Utilized an Arduino circuit board and C++ to create an autonomous robotic vacuum cleaner with augmented abilities such as computer vision, light sensing, and auditory perception

PROJECTS

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

(March 2022)

- github.com/doancleon/3D-Forest-Game
- Compiled self-created 3D models from Blender and Maya into a Unity game file, and designed and programmed a playable exploration game that allows interaction with the models through animation and a game data system
- Procedurally generated a terrain with colorized mountains and valleys using Maya and its 3D Paint Tool
- Created 2 low-poly models with rigging using Maya and formed playable animation clips with Unity
- Implemented a fire particle system using Unity by referencing an animation of a campfire I made in Maya

Search Engine Project (Python)

(February 2022 - March 2022)

- github.com/doancleon/doanc_search_engine
- Created an indexer that creates an inverted index storing data based on a word's location on a webpage
- Utilized cosine similarity and term frequency-inverse document frequency (TF-IDF) to calculate a score relating a document to a user-defined search query, and returned a ranked list of the top 20 scoring webpages under 300 ms
- Refined search queries by implementing a graphical user interface (GUI) to handle spelling errors and ill-defined queries

Web Crawler Project (Python)

(January 2022 - February 2022)

- github.com/doancleon/doanc_web_crawler
- Created a web crawler which extracted hyperlinks from a corpus consisting of domains by UCI's ICS department
- Improved initial runtime of 6 hours to <1 hour (600% improvement) by detecting and handling crawler traps
- Parsed and tokenized valid downloaded web pages and analytically tracked its word terms and subdomain(s)
- Crawler traps and invalid webpages were filtered through matching regex patterns found in the URL and by analyzing HTTP status codes along with using redirection timers

Arcane: Programmer on 3D Multiplayer Role-playing Game (Unity Engine, C#) (January 2022 - March 2022)

- <https://github.com/doancleon/Arcane-3DMultiplayerRPG>
- Implemented a factory design pattern to introduce weapons and interactable power-ups of 5 different elements
- Designed and programmed players to manipulate an arsenal of elements to be utilized in a puzzle-like environment
- Used an inheritance hierarchy and interface to dictate projectile behaviors with players, enemies and other projectiles
- Identified and formed a finite state machine to define AI behavior in which it either assists or hinders the player based on its respective states

EXTRACURRICULARS

Master Barista and Lead 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
- Developed interpersonal and coffee-tasting skills to deliver quality service to over 100 guests per day through the usage of Starbucks' core standards of continuous interaction and active listening from the start to finish of coffee exchanges