Edward Yang

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EDUCATION

UNC Chapel Hill   August 2023 - (May 2027)
BS in Computer Science, Intended Double Major in Business   Chapel Hill, NC
- 3.41/4.0 GPA

Campus Involvement
- Carolina Development Society, Computer Science for Social Good Club

Charlotte Latin   August 2019 - May 2023
- Cum laude   Charlotte, NC

TECHNICAL SKILLS & INTERESTS

- Skills: Java, HTML/CSS/Javascript, Python, C#, Ink Narrative Scripting Language, Unity, Git
- Interests and skills: weightlifting, personal finance, guitar, clarinet, PC building, video games, content creation, digital design (photoshop and illustrator), laser cutting, woodworking, entrepreneurship

PROJECTS

Grow With Me   Oct. 2023
- Created a to-do list/idle game hybrid made using just HTML, CSS, and Javascript
- Submitted to the HackNC 2023 hackathon

Robust Dialogue System in Unity   March 2023 - May 2023
- Developed a dynamic dialogue system for interactive storytelling, learning C# and Unity game development fundamentals

EXPERIENCE

Reverie Engravings   October 2023 - June 2024
- Founded a business as a solo entrepreneur selling laser engraved LED night lights
- Managed all facets of the business, including product design, laser cutting techniques, digital marketing, e-commerce listing optimization, and order fulfillment
- Researched and optimized production processes to reduce costs per product by 27%

Summer Bridge   July 2023 - August 2023
- Attended a 6 week summer program for incoming first-year students to UNC Chapel Hill
- Achieved a head start of 7 credit hours and community-building activities

YouTube and Twitch personality   November 2022 - Present
- Delivered highly entertaining gaming content using advanced tools like Da Vinci Resolve and OBS Studio, consistently adapting to new technologies and trends.
- Oversaw all aspects of content production, including the planning, editing, and release of weekly YouTube videos, live streaming sessions, and short-form content across multiple platforms.
- Fostered and engaged a positive community through Discord and live streams, enhancing viewer interaction and loyalty.
- Analyzed KPIs (views, duration, click-through rates) to refine strategies and adapt to trends without compromising authenticity, resulting in a 317% year-over-year (YoY) increase in hours watched on Twitch and a 583% YoY increase in watch hours on YouTube.