Xavier Yang

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Experience

Contract FrontEnd Content Administrator
---In-TAC (Sep 2020 - Oct 2020)

- Used JavaScript and HTML to present content in an organized, captivating manner
- Used React to ensure the dynamic layouts function as intended
- Implemented web design practices to ensure a user friendly interface

Teaching Assistant
---University of Ottawa Makerspace & Science Club (Jan 2019 - May 2019)

- Guided students with weekly coding challenges and projects
- Provided support to class material and find interesting and non-technical ways to explain technical conceptes
- Taught intermediate level algorithms and programming languages to students (Java, Python, C#, HTML)

Education

University of Ottawa

Bachelor of Computer Science

Graduated in April 2022

Skills

Unity Engine   C#   Java
Android Studio   Python
C++   JavaScript   SQL
NLP   Phaser.js   FortiGate

Portfolio

https://krancce.github.io/

itch.io

https://krancce.itch.io/

Projects

* To view all of my projects, please visit my portfolio *

WayToHell - 2D mobile Game   ------------(Available on **AppStore** & Google Play)

(**Technologies Used:** Unity, C#, iOS deployment, Android deployment)

- Designd and developed the game mechanics and player controller with mobile input system.
- Scaled the game UI and visual elements to adapt all types of iOS/Android devices with different aspect ratios and resolutions.
- Applied game development patterns to ensure maximum game performance efficiency.
- Set up Lootlocker network SDK for Unity and created a leaderboard to rank users' achievements.

5 chess Go - Unity 3D Multiplayer Chess Game

(**Technologies Used:** Unity3D, C#, Photon PUN2, PC Game)

- Created a Go chessBoard system serving as the base of the game,
- Set up Photon PUN2 network SDK for Unity and registered the game on the server.
- Created a lobby for players to gather, and to create or to join private games with other players through network.
- Implemented the game mechanics along with online synchornization functionalities.

BomberMan Battle - Unity 3D Multiplayer Battle Game   ------------------(Ongoing)

(**Technologies Used:** Unity3D, C#, Photon PUN2, MOBA Game)

- Created a online battle field system with Photon network SDK for players to compete with others on the same platform in real-time.
- Created lobby system to allow users to create and join private rooms.
- Implementing chat system for players to communicate in both lobby and private rooms.
- Implementing AI enemy bots to battle with players.