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

Bachelor Degree

University of Ottawa

Specialization in Computer Science

Graduated in April, 2022

Skills

Java	Python	C++
Prolog	Scheme	Go
HTML	JavaScript	CSS
SQL	Android Studio	
React	FortiGate	C#
Unity Engine		

Project

Running DownStairs - Unity 2D Game

- Set up Unity 2D Game environment in Unity Engine
- Designed Game Objects and set up their Physics and stored them as prefabs
- Created C# Scripts for Game Objects and wrote logics for user to control and to interract with them
- Created animation loops for character Game Objects and imported audio and image sources

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

- The goal is to create a multiplayer game using Photon PUN plug-in, where players can combat with each other by controling their own charactors in the game
- Generate a battle field for players which contains destoryable objects. When player destroy one, there is a chance a buff appears and enchance player's charactor's ability
- Players' charactors can place bombs at different places in the battlefield. Bombs will explode in a short time and caused damage to charactors in its effective area

Sentiment Analysis of the COVID-related Reddit Posts --------- (Paper: https://arxiv.org/abs/2205.06863)

- Collected comments from "uk", "canada" and "australia" sub-reddit forum
- Pre-processed raw dataset and filtered out the comments related to Covid-19
- Applied gensim LDA model for Topic Modeling
- Used NLTK VADER and Textblob to classify comments in datasets as Negative and Non-Negative in sentiment aspect
- Randomly chose 50 comments from each dataset and calculated Cohen's Kappa score after manually annotated them
- Applied several Machine Learning algorithms on true-sentiment datasets using python Scikit-learn and confirmed the results on WeKa software