

# 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 concepts
- 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\***

### 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 synchronization functionalities.

### Downstairs - Unity 2D mobile Game -----(Ongoing, deloying on AppStore)

( Technologies Used: Unity, C#, Mobile Game, Game 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 devices with different screen sizes and resolutions.
- Applied game development patterns to ensure maximum game performance efficiency.
- Implementing a player board and connecting it to the iOS Game Center.
- Using Unity Addressables, and managing asset bundles to minimize game size for deployment.

### 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.