

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 3D C# Git/GitLab
Android Studio Java
ML/NLP Python SQL
JavaScript Phaser.js C++

Portfolio

<https://krancce.github.io/>

itch.io

<https://krancce.itch.io/>

Projects

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

Tape Measure - AR mobile App

-----**(Available on [AppStore](#) & [Google Play](#))**

(Technologies Used: Unity3D, C#, AR Foundation, ARKit, ARCore **)**

- Integrated digital visual content into the user's real-world environment using AR Foundation framework in Unity3D.
- Implemented underlying logic and mechanics for user to interact with the AR objects through their device camera.
- Identify horizontal and vertical planes in user's environment. Calculate the distance or lengths of objects lying on the planes.

WayToHell - 2D mobile Game

-----**(Available on [AppStore](#) & [Google Play](#))**

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

- Designed 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 synchronization functionalities.