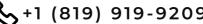
# **Xavier Yang**



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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.