

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 Go
HTML SQL React NLP
Scheme Prolog FortiGate

Portfolio

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

Project

Animals - Unity 2D Game Inspired By Sago-Mini

- This game is inspired by, and specially designed for Sago-Mini
- The game is designed to be “Simple”, “Fun” and “Educational” for preschool children
- The game’s UI, scenes and mechanisms imitate the game patterns as Sago-Mini world
- Advanced game design patterns and programming mechanisms are used during the implementation
- Designed and developed with passion and careness for children

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 controlling their own characters in the game
- Generate a battle field for players which contains destroyable objects. When player destroy one, there is a chance a buff appears and enhance player’s character’s ability
- Players’ characters can place bombs at different places in the battlefield. Bombs will explode in a short time and caused damage to characters in its effective area

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 interact with them
- Created animation loops for character Game Objects and imported audio and image sources