

Kristy Yang



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<https://github.com/kristyyang>

Skills

Languages:

Javascript/Typescript, Java,
React, Unity, SQL, C/C++, Godot,
HTML, CSS, Julia

Databases:

MySQL, MongoDB

Tools/Environment :

Git, Rails, Unix, Unity, MATLAB, R

Frameworks/Libraries :

Node.js, Express.js, three.js, JQuery,
JsPsych, Mocha, OpenGL

Design:

Adobe Photoshop, Adobe Indesign,
Figma

Editors:

Visual Studio Code, IntelliJ IDEA,
WebStorm, Clion,

Extra-Curricular —

Web Designer @ BizHacks Mar' 16

- Designing item pick-up webpage
platform for UBC students

Volunteer @ UBC & Thunderbird Residence

- Helped with the new students
resident's registration
- Helped mov-in day & assisted new
college students whenever they need
help.

Education

2014-2019 Bachelor Degree in Math, Computer science

The University of British Columbia, Vancouver, BC, Canada

Projects

Feb-Mar'19 BC Game Jam 2019

Tech: Godot, Photoshop, Git

- Created a game using the Godot game engine.
- Built a 2.5D map by using auto tiling.
- Programmed the protagonist in a way that player can move it freely on the map
- Added animation to the protagonist and other characters.
- Displayed the health bar of the protagonist on top of the screen.
- Designed a pause menu that will show up when the escape key is pressed

Jan-Mar'19 Computer Graphics Project

Tech: JavaScript, GLSL, Three.js, C++, Math

- Basic components of computer graphics including the mathematics and physics for computer graphics, 3D rendering, image processing and rendering pipeline.
- Demonstrated couple of common shading methods including Gouraud Shading, Phong Reflection and Phong Shading, Blinn-Phong Shading and some basic texturing.
- Implemented ray tracing, shadow ray calculation and update the lighting computation accordingly.

Sep-Dec'18 HCI Final Project-Save-on-Foods

Tech: Figma, Adobe Photoshop

- Redesigned department navigation and introduced new list functionality to existing Save-On-Foods web interface.
- Developed task scenarios, conceptual models, and cognitive walkthroughs.
- Performed and analyzed usability studies to evaluate original interface and medium-fidelity prototype.

Jan-May'18 Real Estate Website

Tech: JSP, GlassFish, MySQL, Git

- Drafted the database schema and discussed it with 4 team members.
- Set up MySQL database according to the schema and added data gathered from the Internet.
- Designed MySQL triggers to prevent wrong user inputs, such as invalid email address
- Deployed GlassFish as server for the project.
- Implemented interactive user interfaces in JSP for customers and realtors.
- Tested the interfaces to make sure they display the correct data

Achievements

Dec'18

The "Most Receptive to feedback" award
UI & UX design competition | The University of British Columbia