Leon Yang
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EDUCATION_____

Bachelor's Degree of Science in Computer Science   Expected Fall 2021

University of California, San Diego | San Diego, CA

- Object Oriented Programming, Advanced Data Structures, Software Tools, Discrete Mathematics, Algorithm Analysis/Design, Theory of Computability, Assembly Language, Computer Graphics, Software Engineering

Associate's Degree of Arts in Mathematics   August 2015 - June 2018

San Diego Miramar College | San Diego, CA

PROJECTS_____

Boom Bot (lyango.github.io/boombot)   September 2020 - Current

Javascript, Node.js, Discord API

- Information bot developed for Riot Games' players that use Discord, that actively takes data from *playvalorant.com* and will automatically update based off Riot Games without any manual updates
- Can show information about every agent, their abilities, playable maps, and each weapon that can be used in the game

Office Hours (lyango.github.io/officehours)   October 2020

C#, Unity Game Engine, Blender

- PS1 inspired horror game created in 10 days for a game jam hosted on itch.io
- Created monster artificial intelligence, core gameplay systems, and components through Unity and C#

The Social Plate (lyango.github.io/tsp)   April 2020 - June 2020

React.js, Node.js, Express.js, HTML, CSS, Bootstrap, Google Firebase

- Software Development Lead that led and assisted a team of 10 developers in both frontend and backend development
- Aims to make learning to cook simpler through a minimalistic tutorial system, while gamifying the process

Bawk To Work (lyango.github.io/btw)   September 2020 - October 2020

C#, Unity Game Engine

- 2D endless runner that generates platforms, points, and power ups at random through object pool design pattern
- Utilized game design with creation of C# scripts, and some key visual art

SKILLS_____

Programming

Java ◆ C ◆ C# ◆ C++ ◆ Python ◆ Javascript ◆ React.js ◆ Node.js ◆ Express.js ◆ CSS ◆ HTML ◆ NoSQL

Operating Systems

Linux/UNIX ◆ Windows ◆ Mac OS ◆ Android ◆ iOS

Applications

Git/Github ◆ SSH ◆ GDB ◆ Docker ◆ Google Cloud Platform ◆ Google Firebase ◆ Unity Game Engine ◆ Blender

LEADERSHIP EXPERIENCE_____

Video Game Development Club (VGDC) Officer   December 2019 - Current

VGDC (**vgdc.dev**), University of California, San Diego | San Diego, CA

- Programming/Game Design focused officer responsible for helping develop quarterly game projects, assist in events in collaboration with industry influencers, as well as tutorials on game development through Unity Game Engine

WORK EXPERIENCE_____

Fiscal Assistant   July 2019 - June 2020

Integrative Oceanography Division, Scripps Institution of Oceanography | San Diego, CA

- Communication between the divisions of SIO, and outside businesses for purchases, such as Amazon, Dell, HP, FedEx, as well as other computing, software, and lab suppliers