

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

- Courses include: Object Oriented Programming, Advanced Data Structures, Software Tools, Discrete Mathematics, Algorithm Analysis/Design, Theory of Computability, Assembly Language, Computer Graphics, Software Engineering, Components and Design Techniques for Digital Systems

Associate's Degree of Arts in Mathematics

August 2015 - June 2018

San Diego Miramar College | San Diego, CA

PROJECTS

Contract Killer (lyango.github.io/ck)

January 2021 - Current

C#, Unity Game Engine, Blender

- Paper Mario inspired beat 'em up game developed for a game jam with a team of 4 within a week
- Programmed and focused on gameplay mechanics, AI, core systems, and design within Unity
- Full retail release on the Steam platform expected in mid 2021

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

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

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#

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

- Responsible for leading quarterly game projects and game jams/hackathons
- Helped develop workshops and tutorials on game development through Unity Game Engine using C#
- Mentored students in programming and game design

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