

Leon Yang

lyango.github.io

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EDUCATION

Bachelor's Degree of Science in Computer Science

June 2022

University of California, San Diego | San Diego, CA

WORK EXPERIENCE

Software Engineering Intern

July 2021 - Current

Cubic Transportation Services | San Diego, CA

- Worked as a part of the devices team on production code to help develop new features and fix defects on New York/OMNY and Boston transportation products
- Developed in C++ for backend and Typescript, HTML, and Angular for frontend development
- Implemented new features such as connecting touchscreen calibration application for maintainers and coin insertion validation to TVM (Ticket Vending Machine) for New York subway system
- Created and helped publish new production build releases for New York TVM

PROJECTS

Contract Killer

January 2021 - Current

<https://lyango.github.io/ck> | C#, Unity Game Engine, Blender

- Programmed gameplay mechanics, enemy AI, core systems, shaders, and design
- Presented and awarded grant at SGDA (Student Game Developer Alliance) 2021
- Published and received marketing funding by upcoming top publisher, Behemoth Interactive
- Full retail release on the largest digital distribution platform for PC gaming, Steam, as well as top consoles such as Playstation 5, Xbox Series X, and Nintendo Switch expected in Q1 2022

The Social Plate

April 2020 - June 2020

<https://lyango.github.io/tsp> | React, Node.js, Express.js, HTML, CSS, Bootstrap, Google Firebase

- Software Development Lead that led a team of 10 developers in frontend and backend
- Implemented RESTful API endpoints and backend code that stored and retrieved user and recipe data
- Led team meetings and organized code following MVC design architecture

Office Hours

October 2020

<https://lyango.github.io/officehours> | C#, Unity Game Engine, Blender

- Playstation 1 inspired horror game developed for a game jam hosted on itch.io within 10 days
- Programmed enemy AI based on a finite state machine utilizing paths determined by a cyclic directed graph as well as other player mechanics

SKILLS

Programming

C ♦ C# ♦ C++ ♦ Python ♦ Java ♦ Javascript ♦ Typescript ♦ React ♦ Node.js ♦ CSS ♦ HTML

Applications

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

LEADERSHIP EXPERIENCE

Video Game Development Club (VGDC) Executive Officer

December 2019 - Current

VGDC (<https://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