

Leon Yang

lyango.github.io

ley015@ucsd.edu
(858) 432-8198
linkedin.com/in/lyango

EDUCATION

Bachelor's Degree of Science in Computer Science

March 2022

University of California, San Diego | San Diego, CA

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

PROJECTS

Contract Killer

January 2021 - Current

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

- Presented and awarded grant at SGDA (Student Game Developer Alliance) 2021
- Demo reached the top trending page for January on popular independent gaming platform, itch.io
- Programmed and focused on gameplay mechanics, enemy AI, core systems, shaders, and design within Unity and C#
- Full retail release on the largest digital distribution platform for PC gaming, Steam expected in Q4 2021

The Social Plate

April 2020 - June 2020

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

- Software Development Lead that led and assisted 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

- PS1 inspired horror game developed for a game jam hosted on itch.io within 10 days with a team of 7
- Programmed enemy AI based on a finite state machine utilizing paths determined by a cyclic directed graph as well as other player mechanics in Unity and C#

SKILLS

Programming

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

Applications

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

WORK EXPERIENCE

Software Engineering Intern

July 2021 - Current

Cubic Transportation Services | San Diego, CA

- Worked on production code to help develop new features and fix defects on New York and Boston TVM (Ticket Vending Machine) project
- Worked in C++ for backend and Typescript, HTML, and Angular for frontend development

LEADERSHIP EXPERIENCE

Video Game Development Club (VGDC) 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