Leon Yang
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San Diego, CA | (858) 432-8198

ley015@ucsd.edu | linkedin.com/in/lyango | lyango.github.io

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

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 that reached the top trending page on itch.io
- Programmed and focused on gameplay mechanics, enemy AI, core systems, shaders, and design within Unity and C#
- 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
- Implemented API endpoints that retrieved user and recipe data with Node.js, Express.js, and Axios
- Developed and maintained database with Google Firebase

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

C#, Unity Game Engine, Blender

- PS1 inspired horror game developed for a game jam hosted on itch.io within 10 days with a team
- Programmed enemy AI, core game mechanics, and other components in Unity and C#

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

Javascript, Node.js, Discord API

- Information bot developed for Riot Games' players that use Discord, that actively takes data from *playvalorant.com*
- Automatically updates based off Riot Games without any manual changes

SKILLS_____

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

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