

# Leon Yang

lyango.github.io

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## 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

- Started as a Paper Mario inspired beat 'em up developed for a game jam with a team of 4 within a week
- 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 mid 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
- Developed and maintained database with Google Firebase
- 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

## 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

## 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