# LEON YANG

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## EDUCATION

**UNIVERSITY OF CALIFORNIA, SAN DIEGO**                                San Diego, CA
B.S. Computer Science                                                              June 2022

## WORK EXPERIENCE

**CUBIC TRANSPORTATION SYSTEMS**                                       San Diego, CA
Software Engineer Intern                                                   July 2021 - Present
- 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, coin insertion validation, and coin recycler power functionality to TVM (Ticket Vending Machine)
- Created and helped publish new production build releases for New York TVM

## PROJECTS

**CONTRACT KILLER**                                                          Jan 2021 - Present
C#, Unity Game Engine, Blender | lyango.github.io/ck
- Programmer in a team of 4 developers on a 2.5D retro game working on gameplay mechanics, enemy AI, 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 Q2 2022

**THE SOCIAL PLATE**                                                      April 2020 - June 2020
Javascript, React, Node.js, Express.js, HTML, CSS, Google Firebase | lyango.github.io/tsp
- Software Development Lead of 10 developers for a web application that streamlines cooking tutorials by gamifying the process through achievements and levels
- 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

**GLUE BOT GALAXY**                                                              April 2022
C#, Unity Game Engine, Blender | lyango.github.io/gluebot
- Developed 3D video game in 72 hours for Ludum Dare 50, one of the biggest global game jam competitions
- Led development in programming, while implementing gravity logic, shaders, and player and gameplay mechanics

**OFFICE HOURS**                                                                    Oct 2020
C#, Unity Game Engine, Blender | lyango.github.io/officehours
- Led and programmed enemy AI based on a finite state machine for a game developed in 10 days
- Utilized cyclic directed graph and similar graph theories to develop optimized enemy pathfinding

## LEADERSHIP EXPERIENCE

**VIDEO GAME DEVELOPMENT CLUB (VGDC)**                                 San Diego, CA
Executive Officer                                                          Dec 2019 - Present
- 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

## SKILLS

**Programming**: C++, C#, C, Java, Javascript, Typescript, HTML, CSS
**Platforms/Frameworks**: Git/Github, SSH, GDB, Node.js, Express.js, React, Angular, Google Cloud Platform, Firebase, Firestore, Unity Game Engine, Blender