

{ WILLIAM YANG }

☎ 626 . 736 . 8476

Software Engineer || Game Designer

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EDUCATION

University of California, Irvine

Bachelor of Science, Computer Game Science
June 2016

SKILLS

C#, Java, Python, C++, HTML5, CSS3, Javascript, MSSQL
.NET, .NET Core, ASP.NET, MVC, Web API
ElasticSearch, Apache Kafka, Docker
Visual Studio, IntelliJ, Android Studio, Unity, Spring
Git, VersionOne, Trello, SDLC, Agile, Scrum

WORK EXPERIENCE

DealerSocket // San Clemente

July 2016 - January 2017

Associate Software Engineer

- Implemented an Elasticsearch de-dupe logic for a Customer Master Data Management (MDM) model
- Researched Kafka technology to stream data from different MSSQL databases to multiple MDMs
- Worked on defects and hot fixes for the Classic CRM and Blackbird CRM
- Technology Stack: C#, .NET, .NET Core, Java, ASP.NET MVC, Web API, Kafka, MSSQL, ElasticSearch, Docker

Costa Mesa City Hall // Costa Mesa

February 2015 - June 2015

IT Intern

- Developed a Java Web MVC application that used ElasticSearch to search through all city databases
- Managed city hall intranet webservices in HTML, CSS, and Javascript

WallStreet University // Newport Beach

February 2014 - August 2014

Programmer

- Created retirement planning, annuities, and mutual funds workshops with Adobe Flash Pro
- Updated company website and other company landing pages in HTML and Javascript
- Designed and edited company advertisements with Adobe Illustrator and Photoshop
- Updated server database and maintained business material

PROJECTS

Bunny Bullies // University of California, Irvine - Computer Game Science Capstone Project

Producer

- Managed team schedule and guided development process for Android multiplayer game made in Unity

UAV Forge // University of California, Irvine

Programmer

- Programmed the GUI for an unmanned aerial vehicle groundstation software made in C++

My Lil' Sidekick // University of California, Irvine - Autism App Jam

Programmer

- Designed the outline and programmed menus an Android app for autism awareness

Daybreak // University of California, Irvine - Video Game Design Club Game Jam

Programmer

- Programmed the menus and designed multiple levels for a single player platformer in Java

Racing Hearts // University of California, Irvine - American Heart Association App Jam

Designer

- Lead designer for an Android game that raised awareness on how to prevent heart failure