{ WILLIAM YANG }

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Software Engineer || Game Designer

📍 Tustin, California

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EDUCATION

University of California, Irvine
Bachelor of Science, Computer Game Science
June 2016

SKILLS

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

WORK EXPERIENCE

Biometrics4ALL // *Irvine*   April 2017 - Present
Quality Control Engineer I
- Debug, modify, and write delegates to validate business rule specifications for company products
- Write and execute test scripts for client and server check ins, features, and product enhancements
- Develop batch scripts, documentation, mail merges, and Windows Form tools to optimize operations
- Assist Support department members with escalations and knowledge base documentation

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, SQL, 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, Javascript, and JSON

PROJECTS

Help Me Choose! // *Personal Project*
iOS Developer
- iOS application developed in Swift designed to teach autistic young children object distinction

Bunny Bullies // *University of California, Irvine - Computer Game Science Capstone Project*
Lead Producer
- Managed team schedule and guided development process for Android multiplayer game made in Unity

UAV Forge // *University of California, Irvine - Engineering and ICS Project*
Software Engineer
- Programmed the GUI for an unmanned aerial vehicle groundstation software made in C++

My Lil' Sidekick // *University of California, Irvine - Autism App Jam*
Android Developer
- Designed the outline and programmed menus an Android app for autism awareness

Daybreak // *University of California, Irvine - Video Game Design Club Game Jam*
Java Level Programmer
- Programmed the menus and designed multiple levels for award winning single player platformer game