

WILLIAM YANG

116 Eagle Point, Irvine, CA 92604 • 626-736-8476 • williamyang93@gmail.com

Objective

To use and apply my computer programming skills and game design experience to benefit the company.

Education

University of California, Irvine

Sept 2011 – June 2016

B.S., Computer Gaming Science

Skills

Programming: Java, Python C++, HTML/CSS/JS, Git, MySQL

Computer: Microsoft Office, Adobe Creative Suite, Spring Suite

Foreign Languages: Chinese (Mandarin), Japanese

Experience

Intern

February 2015 – June 2015

City of Costa Mesa

- Developing a new application with ElasticSearch to search through all city databases at once
- Using Spring Framework and Maven to create this application
- Managing city hall Intranet web services in HTML, CSS, JS

Programmer

September 2014 – Present

UAV Forge Project

- Created a ground station GUI in C++ that would plan, execute, and recap a flight mission
- Incorporated Google Maps to plot waypoints map the UAV's flight path
- In process of showing real-time UAV coordinates, receiving and replaying video feed

Programmer

February 2014 – August 2014

Wallstreet University

- Created retirement planning, understanding 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 through the use of Adobe Illustrator and Photoshop
- Updated server database and maintained business material

Programmer

October 2012

University of California Irvine, Video Game Design Club

- Won first place in the Game Jam Fall Competition 2012
- Programmed in Java to create an Indie action game called, "Daybreak"
- Created the menu, level selector, actual levels that were used in the final product, and play tested
- Collaborated on a 11 member team, and had a 7 day time limit to finish the game

Activities

Programmer Coordinator

April 2013 – Aug 2013

University of California, Irvine, Video Game Design Club

- Managed activities and projects for all the programmers in the club
- Organized events, meetings, and workshops for club programmers to attend
- Made sure that the club programmers were given projects to work on

President

April 2012 – Present

University of California, Irvine, League of Legends Club at UCI

- Co-founder of the League of Legends Club at UCI
- Leading one of the biggest League of Legends organizations in North America
- Founder of UCI League of Legends Facebook page, and recruited over 2,000 members
- Reached out to major companies such as Microsoft, Razer, NewEgg, and other sponsors to help support the club
- Organized and running meetings, taking attendance at each meeting, and recording meeting activities