Haifeng Yang

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EDUCATION

Northeastern University, Boston, MA

May 2024

- Master's of Game Science and Design - Video graphics, Animation, Human Computer Interaction

Ohio State University, Columbus, OH

Dec 2019

- Bachelor of Computer Science and Engineering

RELEVANT SKILLS

Programming language: C++, *Java, C#, Lua, JavaScript, Python*

Web development, Android App development, Linux, Django, Spring boot, Computer Graphics & Rendering

EXPERIENCE

Development & Operation

01/2022 – 08/2022

Yihua Bonar Yarns & Fabrics, Yangzhou, China

- Created mobile application for employee education purpose, increasing the education efficiency and the convenience of information sharing, leveraging the production efficiency which saved approximately 20,0000 $ per year
- Worked with and identified third party service provider, which helped save about 2,0000 $
- Maintained database software and hardware, dealt with general software & hardware issues

PROJECT EXPERIENCE

Graphics Development

03/2020 – 08/2020

Self-development

- Built real time rendering pipeline and foundation of shader using WebGL to grow foundations of Computer Graphics as well as modern Graphics Rendering pipeline.
- Kept working with real-time render engine with graphics API with OpenGL and Vulkan using multiple resources.
- Built ray-tracing renderer.

Web Application Development(React)

07/2019 – 12/2019

Capstone project, developer, Code design, Project Manager
EngageHealth, Ohio

- Created a body condition record and health suggestions web application for helping with breast cancer survivor with EngageHealth, Ohio
- Consulted and Gathered requirements from sponsor and back-end provider constantly to synchronize requirement details

Android Application Development

09/2018 – 12/2018

Developer
Department of Computer Science & Engineering, Ohio State University

- Designed and implemented an android social application to help students to add friends, create groups, vote and choose locations on map for the meeting.
- Worked with Android application life-cycle, recycle list, animation, benchmark and optimization tools to improve the performance and user experience.

Database System Development

08/2022 – 12/2022

Self-development

- Developed with CMU database course to learn the core of database to practice fundamental database structures of B+ tree, Dictionary Tree and concurrency handling methods of Lock, Event Distribution, Query Planning, Concurrency Control.

C++ WebServer Project Study

08/2022 – 12/2022

Self-development

- Worked with thread pool, socket, Epoll, Reactor & Proactor event handling methods.
- Familiarized with the development environment and command tools under Linux.
- Experienced server benchmark methods to identify where and what could be optimized.

Mario 2D Game Development

08/2017 – 12/2017

Developer
Department of Computer Science & Engineering, Ohio State University

- Designed and remade the Mario game written in C# with MonoGame for better understand of game development work-flow
- Applied design patterns of singleton, factory pattern, state pattern, command pattern for object-orientation structure optimization.
- Created object creation, animation, collision detection, game level
- Developed with Agile development process, Scrum method