

CLAUDIA YAN

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EDUCATION

Grove School of Engineering at City College of New York

Expected Spring 2018

Macaulay Honors College

Bachelors of Science in Computer Science

GPA – 3.598

SKILLS

- **Programming Languages:** Python, C#, C++
- **Frameworks:** Unity/Monobehaviour, Django

EXPERIENCE

Cornell Tech: <http://texttotraj.cs.cornell.edu/>

June 1, 2016 - Present

Software Development Intern

- Independently developed interactive simulation environments for WebGL using Unity3D for natural language research
- Created an event based system that collects and sends player interaction data to a server in JSON format
- Solved scene serialization issue, by developing a system to work on top of Unity for smooth scene transitions at runtime

PROJECTS

CUNY Hackathon- Cubeball (3rd place): <https://github.com/psuong/cubeball>

Oct 15- 16, 2016

Team Member

- Generated playing field and players at runtime for a multiplayer (2-8) soccer game in Unity
- Developed system to handle synchronous player movement

HackBU- Viacom Dora (2nd place Best Media Related Hack): <https://github.com/psuong/viacom-dora>

Feb 13-14, 2016

Team Member

- Worked on visuals and UI for educational Dora the Explorer Game developed using Monobehaviour and C# with Unity2D

GameDev- Battle Blocks Royale: <https://bitbucket.org/psuong01/battle-blocks-royale>

Oct 2015 – Dec 2015

Team Member

- Worked on particle systems, UI and backend system design for a modular framework
- Developed event system to handle health and power-ups
- Improved player spawning to be scalable and set at runtime

ACTIVITIES

Association for Computing Machinery E-Board at City College of New York

Dec 2015 – Present

Treasurer

- Manage club budget of \$1,800
- Execute and manage events such as General Meeting, Git Workshop, and GameDev

CS4All Initiative – Pathfinders Workshop

Volunteer/ Informal Speaker

- Speak to high school students about experiences in Computer Science in college and with job interviews

FIRST Lego League Manhattan Qualifier- Trash Trek

Project Judge

- Judged projects presented by elementary to middle school students that were based on the theme: Trash Trek