

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:** Monobehaviour, Django
- **Engines:** Unity

PROJECTS

CCNY ACM Software Competition- Cacti: <https://github.com/slcyan/Cacti>

Feb 2016 – August 2016

Project Lead

- Developed a web app with Django and Materialize, aimed at college/university students to make hanging out with friends between classes a little easier

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

Feb 13-14, 2016

Team Member

- Educational Dora the Explorer Game developed using Monobehaviour and C# with Unity
- Primarily worked on visuals and UI

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

Oct 2015 – Dec 2015

Team Member

- Worked with a team of 6 other students to develop a simple 3D arena shooter using Monobehaviour and C# with Unity
- Primarily worked on particle systems, UI and backend system design for a modular framework

EXPERIENCE

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

June 1, 2016 - Present

Development Intern

- Use Unity to independently develop 3D interactive environments WebGL for situated natural language understanding
- Developed backend systems to handle data collection, scene preservation and etc.
- Collect data from online plays for controlling and training an agent in the developed environments

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