CLAUDIA YAN

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EDUCATION

Grove School of Engineering at City College of New York Expected Spring 2018
Macaulay Honors Scholar College
Bachelors of Science in Computer Science
GPA – 3.694

Baccalaureate School for Global Education June 2014
International Baccalaureate Diploma
GPA – 3.8

SKILLS

- Proficient with Python, C#, C++
- Frameworks: Monobehaviour

PROJECTS AND ACTIVITIES

Association for Computing Machinery E-Board at City College of New York
December 2015 – Present
Treasurer
- Manage club budget
- Participate in planning of workshops and other events

HackBU- Viacom Dora: https://github.com/psuong/viacom-dora
February 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
October 2015 – December 2015
Team Member
- Helped to develop a simple 3D arena shooter using Monobehaviour and C# with Unity
- Primarily worked on particle systems and UI

Moody's Mega Math Challenge: *Lunch Crunch: Can nutritious be affordable and delicious?*
March 8, 2014
2014: Team Leader
- Produced a solution with a team of 5 other students for 12 hours on an open ended, math modeling problem based on a real world issue

EXPERIENCE

Kumon Math & Reading Center of Forest Hills – Queens, NY
February 2012 – October 2015
Senior Teacher's Assistant
- Performed data management, and enrollment using CMS Standard and Excel, for over 100 students
- Communicated with parents to answer questions regarding student progress and the program's services