

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#
- 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