

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

- Programming languages: Python, C#, C++
- Frameworks: Monobehaviour

PROJECTS AND 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

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

Moody's Mega Math Challenge: *Lunch Crunch: Can nutritious be affordable and delicious?*

Mar 8, 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