**CLAUDIA YAN**

[claudiab.yan@gmail.com](mailto:claudiab.yan@gmail.com) | (917) 239-9780 | <http://s1cyan.github.io/>

**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/s1cyan/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