**CLAUDIA YAN**

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**EDUCATION**

**Grove School of Engineering at City College of New York** Expected Spring 2018

Macaulay Honors College

Bachelor of Science in Computer Science

GPA – **3.636**

**SKILLS**

* **Programming Languages**: C#, C++, Python, Perl
* **Technologies/Frameworks**: Unity/Monobehaviour, Django, Flask, MySQL, Git

**EXPERIENCE**

**IBM: WebSphere**

June 5, 2017 – Aug 11, 2017

Software Development Intern

* Converted internal scripts to production quality to get integrated into WebSphere build tools.
* Wrote and optimized initial Github Enterprise Perl library for Infrastructure and Automation team, following existing build structure, adding git to supported version control systems

**Cornell Tech:** <http://texttotraj.cs.cornell.edu/> (Site temporarily unavailable)

June 1, 2016 – May 25, 2017

Software Development Intern

* Independently developed interactive simulation environments for WebGL using Unity3D for natural language research
* Created an event based system that collects and sends player interaction data to a server in JSON format
* Solved scene serialization issue, by developing a system to work on top of Unity for smooth scene transitions at runtime

**TEAM PROJECTS**

**CUNY Hackathon- Cubeball (3rd place):** <https://github.com/psuong/cubeball>

Oct 15- 16, 2016

* Generated playing field and players at runtime for a multiplayer (2-8) soccer game in Unity
* Developed system to handle synchronous player movement

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

Feb 13-14, 2016

* Worked on visuals and UI for educational Dora the Explorer Game developed using Monobehaviour and C# with Unity2D

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

Oct 2015 – Dec 2015

* Worked on particle systems, UI and backend system design for a modular UI framework
* Developed event system to handle health and power-ups
* Improved player spawning to be scalable and set at runtime

**ACTIVITIES**

**Association for Computing Machinery E-Board at City College of New York**

Dec 2015 – May 2017

Treasurer

* Execute and manage events such as General Meeting, Git Workshop, and GameDev

**FIRST Lego League Manhattan Qualifier- Trash Trek**

Project Judge

* Judged projects presented by elementary to middle school students that were based on the theme: Trash Trek