

Sean Yang

Entry-Level Software Engineer

Smithtown, NY
(631) 678-8911
syangcontact@gmail.com

EDUCATION

Stony Brook University — BS in Computer Science

May 2023

Cumulative GPA: 3.58/4.0

Relevant Coursework: Software Engineering; Data Science; Full-Stack Development; Algorithms; Game Programming

Google IT Support Professional Certificate

2025

Relevant Coursework: Troubleshooting; System Administration; Cybersecurity; Operating Systems; Networking

EXPERIENCE

Pear Deck Learning / Varsity Tutors — Computer Science Tutor

2023 - Present

- Helped hundreds of students improve their understanding of complex programming concepts, leading to enhanced academic performance
- Developed and delivered engaging Java/Python programming lessons to students, demonstrating excellent communication skills

PROJECTS

Devil's Advocate — Ludum Dare 2024

- Worked on a comedic adventure game as part of Ludum Dare 55 Jam
- Built a virtual novel type game from scratch using the Godot engine alongside five teammates
- Wrote the majority of the code base including a well-designed custom dialogue manager system that led to our success as ranked in the top 25 out of over 2000 submissions

Tileslate — Software Engineering Class Project

- Built an online level editor with full-stack functionality in JavaScript in a team of four
- Utilized MERN stack technology to build a platform for users to collaboratively build 2D game maps and share them with others
- Developed the back-end code using MongoDB, Express, and Node.js, facilitating seamless API requests/responses for collaborative tileset and map creation
- Built much of the front-end UI/UX design using React, which streamlined customer experience and shared user content on our platform

Us and Them — Stony Brook University's Ren'Py Competition 2023

- As part of SBU's Ren'Py Competition, my team created a visual novel that won first place
- Personally wrote all the Python code and co-wrote the story
- Impressed the judges with my technical merits, including Tom Rothamel, creator of the Ren'Py engine

SKILLS

Programming

JavaScript, Python, TypeScript,
HTML, Java, CSS, C, .NET
(C#), C++, Kotlin

Frameworks/Tools

React, Android Studio, Node.js,
Godot, Unity, Git, SQL,
MongoDB, Pandas, Figma

Additional Skills

Machine Learning, Data
Visualization Tools, Data
Analysis, Communication, Time
Management, Planning,
Teamwork, Agile Process

FIND ME ONLINE

Portfolio

<https://s303824.github.io/sean-yang/>

LinkedIn

[linkedin.com/in/sean-y-430595124/](https://www.linkedin.com/in/sean-y-430595124/)

Github

github.com/s303824