

Sean Yang

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Github: github.com/s303824

EDUCATION

Computer Science

GPA: 3.02

Bachelor of Science at Stony Brook University, New York

2023

TECHNICAL SKILLS

- **Programming Languages:** JavaScript/TypeScript, Python 2/3, HTML, Java, CSS, C, C#, C++, GDScript
- **Frameworks/Tools:** Express, Node.js, Godot, Unity, React, Git, MongoDB, Matplotlib, Pandas, sklearn
- **Additional Skills:** Machine Learning, Data Visualization Tools, Data Analysis

EXPERIENCE

Computer Science Tutor

2023 - Present

Pear Deck Tutor

Remote

- Tutored hundreds of students across the country in Java and Python.
- Well-versed in teaching/programming college-level material such as data structures, full-stack web development, & data science.
- Reputation for great communication and simplifying complex matters.

PROJECTS

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

Devil's Advocate, Ludum Dare project, 2024 | Godot

- A comedic adventure game inspired by Ace Attorney made in under 72 hours with a team of five as part of Ludum Dare 55 Jam.
- The game was highly rated and received an overall result of 23rd place out of over 2000 submissions.
- Responsible for a majority of the code base including UI implementation, shaders, and a custom dialogue manager system to handle dialogue, character sounds/animations, and scripted events.

TileSlate, full-stack application, 2022 | MERN Stack

- For my Software Engineering course, my team of four built a full-stack Web application in JavaScript: an online level editor that serves as a Web community for 2D game map creators.
- 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, Ren'Py game jam project, 2023 | Ren'Py

- In March 2023, as part of Stony Brook University's Ren'Py Competition 2023, my team created a visual novel in under one week 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 game engine.