

# Sean Yang

631-678-8911 • [syangcontact@gmail.com](mailto:syangcontact@gmail.com) • [github.com/s303824](https://github.com/s303824)

• [linkedin.com/in/sean-y-430595124/](https://www.linkedin.com/in/sean-y-430595124/) • <https://s303824.github.io/sean-yang/>

## EDUCATION

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### Stony Brook University

Bachelor of Science in Computer Science

Stony Brook, NY

Graduated 2023

**Coursework:** Java Programming, C++, Data Structures, Data Science, Object-Oriented Design, Principles of Database Systems, Assembly Language Programming, Computer Organization & Architecture, Compiler Design, Scripting Languages, Computer Networks, Game Programming

## TECHNICAL SKILLS

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- **Programming Languages:** JavaScript/TypeScript, Python 2/3, HTML, Java, CSS, 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

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### Intermediate Computer Science Tutor

Pear Deck Tutor

October 2023 - Present

Remote

- After college, I began tutoring hundreds of students across the country in Java and Python.
- Acknowledged by many for effectively communicating difficult concepts for college-level assignments.

## PROJECTS

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**Devil's Advocate**, Ludum Dare project, Itch.io, 2024 | Godot | <https://spectradev.itch.io/devilsadvocate>

- Devil's Advocate is a comedic adventure game inspired by Ace Attorney that I made in under 72 hours with a team of five as part of Ludum Dare 55 Jam.
- As one of two programmers working on this game, I was responsible for a majority of the code base including UI implementation, shaders, and a custom dialogue manager to handle dialogue, character sounds/animations, and scripted events.
- Worked around the clock to create a highly-rated game that received an overall result of 23rd place out of 2194 submissions.

**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, Itch.io, 2023 | Ren'Py | <https://xander1230.itch.io/us-and-them>

- 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 and impressed the judges with its technical merit, including Tom Rothamel, creator of the Ren'Py game engine.
- I wrote all the Python code and co-wrote the story.