# Sean Yang

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## EDUCATION

**Stony Brook University**                                                                        Stony Brook, NY
Bachelor of Science in Computer Science                                              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

- **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

**Intermediate Computer Science Tutor**                                    October 2023 - Present
Pear Deck Tutor                                                                                                Remote
- Tutored hundreds of students across the country in Java and Python.
- Acknowledged by many for effectively communicating difficult concepts such as data structures, full-stack web development, & data science for college-level assignments.

## PROJECTS

**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 made in under 72 hours with a team of five as part of Ludum Dare 55 Jam. The game received an overall result of 23rd place out of 2194 submissions.
- 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.

**TileSlate**, full-stack application, 2022 | MERN Stack | https://github.com/s303824/Map-Editor-Project
- 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.
- Wrote all the Python code and co-wrote the story.