

SEAN YANG

Software Engineer

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EXPERIENCE

Computer Science Tutor

Pear Deck Tutor and Varsity Tutors

📅 01/2023 - Present

- 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

Devil's Advocate

Ludum Dare

📅 04/2024 - 04/2024

- Worked on a comedic adventure game inspired by Ace Attorney as part of Ludum Dare 55 Jam
- Built a virtual novel type game from scratch using the general purpose Godot engine alongside five teammates
- 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

Fullstack Development

📅 01/2023 - 04/2023

- Built an online level editor with full-stack functionality in JavaScript in a team of four classmates
- Utilized MERN stack technology to build a platform to allow 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

📅 01/2023 - 01/2023

- In 2023, as part of Stony Brook University's Ren'Py Competition, 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

EDUCATION

BS in Computer Science

Stony Brook University

GPA

3.58 / 4.0

📅 01/2023 - 12/2023

- Relevant coursework: Object-Oriented Programming, Data Structures, Discrete Mathematics, Compiler Design
- Theory of Computation, Analysis of Algorithms, 2D Game Programming, Full-Stack Web Development
- Computer Networks, Data Science, Database Systems, Systems Programming, Mobile Development

SKILLS

Programming

JavaScript/TypeScript, Python 3, HTML, Java, CSS, C, .NET (C#), C++, GDScript, Kotlin

Frameworks/Tools

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

Additional Skills

machine learning, planning, data visualization tools, data analysis, communication, time management, teamwork, agile process

FIND ME ONLINE



LinkedIn

linkedin.com/in/sean-y-430595124/



Github

[http://github.com/s303824](https://github.com/s303824)



Portfolio

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