Allison Wang

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Education

University of Washington – Seattle, Washington   Expected Graduation: June 2027
B.S. Computer Science (GPA: 4.00/4.00)
- o   Relevant Coursework: Introduction to Computer Programming II, Introduction to Data Science, Calculus with Analytical Geometry II

Experience

Stumbling Cat (https://www.stumblingcat.com/) – Game Design Intern   2024-2025
- o   Applied Unity and C# skills to design and implement original puzzles, quests, and bosses for the game *Potions: A Curious Tale*, expanding on the game's established systems
- o   Successfully engineered a complex multi-state boss with 5+ combat behaviors by designing new combat behaviors and building on existing code
- o   Scripted and created 2 original quests, integrating dialogue, objectives, and more
- o   Prototyped 7 unique interactive puzzle mechanics with multiple variations to challenge player's problem-solving skills
- o   Collaborated weekly with the studio lead to review code, study existing assets, and ensure the smooth integration of new content into the game

BANSHEE UAV at California State Polytechnic University, Pomona – Software Intern   *June – Aug 2024*
- o   Contributed to the development of a robotic hand prototype designed to detect and respond to human movement
- o   Researched the implementation of ROS 2 Humble with external programs such as MediaPipe
- o   Debugged issues surrounding the functionality of a depth-sensing camera
- o   Reviewed and wrote documentation for the existing codebase

Saints Robotics at Interlake High School – Director of Communications   *2021-2025*
- o   Coordinated outreach with local schools and community organizations, engaging over 10,000 people total
- o   Organized annual, large-scale FLL and FTC robotics competitions by facilitating communication with event partners, coordinating logistics, and directing and recruiting volunteers
- o   Designed curriculum and taught elementary schoolers the fundamentals of engineering, robotics, and coding at annual summer camps.

Interlake Quizbowl – Co-President, Co-Founder   *2022-2025*
- o   Founded and rechartered the school's Quizbowl club by coordinating with administrators
- o   Recruited and retained 20+ active members through various outreach campaigns
- o   Organized and managed an annual competition with 20+ participating teams called I2QT, overseeing registration, payment, and logistics
- o   Collaborated with other club officers to plan meetings, practices, and the long-term sustainability of the club

Personal Projects

Vamoose (https://saltiesalt.itch.io/vamoose)   *2022-2024*
- o   Designed, developed, and produced a multiplayer escape room game in Unity over 1.5 years
- o   Learned Unity and C# from scratch, overcoming a steep learning curve to design 4 interactive rooms and puzzles
- o   Researched and implemented multiplayer functionality into the game using NetCode, overcoming many challenges in shared puzzle states
- o   Designed and iterated on 15+ custom puzzles and mechanics through prototyping and playtesting
- o   Earned recognition at multiple showcase events

Honors

- • Vamoose – a multiplayer online escape room game
  - o   Game Gala 2023 First Place Winner
  - o   Coolest Projects 2024 Judges' Favorite
  - o   IgniteCS Programming Expo 2024 Second Place Prize for Game and Animation
- o   Advanced Learning International Baccalaureate graduate from Bellevue School District
- o   2022-23 FRC Robotics Impact Award Winner

Technical Skills

Languages: Python, C#, Java, R, SQL, C, HTML, CSS
Developer Tools: Unity, Git, VS Code, Visual Studio