Yiheng Chen

Software Developer

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EDUCATION

Bachelor of Science

Computer Science

📅 September 2019 - June 2023

📍 University of California - San Diego

Skills

- HTML, CSS, Javascript
- Version Control: Git, Github
- OpenGL, Unreal 5
- Java, C, C++, Python, Rust, Haskell, SQL
- Soft Skills: Teamwork, Communication, Time management, problems solving

Language

- English - Bilingual
- Chinese(Mandarin) - Bilingual
- Chinese(Cantonese) - Bilingual

Link to Past Work

- https://github.com/yikchen/PersonalWork

Summary

New graduate college student with a desire to gain new knowledge and experiences in software development/maintenance or computer graphic/animation industry. Looking for an opportunity to learn from the experienced developers to enhance myself, and a chance for me to contribute my effort to make impactful products for the users.

Projects

Project - Tetris 11/2023 - 12/2023
- Developed a simple Tetris game using C++ and Raylib.
- A classic Tetris game where the players are able to move and rotate the random blocks that are generated. Background music, sound effects, and score is reflected through the play through of the game.
- Implementing game loop, game logic, and individual classes for the game.
- Writing documentation for each of the classes that are created.

Project - React Applications Anime Database 07/2023 - 08/2023
- Developed an Animation information web application using react js and external API.
- Users can search up anime they like on the site and see its detailed information.
- Website show the top 5 animes in the current time base on popularity
- Website design to be responsive toward users interaction

Project - Animation/Graphic 09/2022 - 12/2022
- Implement parser to read and store character designs from various files
- Implement smooth skinning algorithm to attach skin to character skeleton
- Using interpolation and extrapolation to produce animation
- Model physic over particles to simulates cloth properties
- Design quaternion class and implement it into exist object to indicate object's location in the world space

Project - Web Application 09/2021 - 12/2021
- Developed a recipe app using HTML/CSS, Javascript and Online API that allow people who want to learn cooking to have an easier time.
- Collaborated with other members to design and decide the necessary feature to implements for our targeted users
- Collaborated with other backend developers to implement various functionality of recipes app, searching, favoring, editing.
- Work on testing and automated the development process of the application
- Leading developer in two core functionality shopping list and SPA