Yu Yuan

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Objective
Seeking an entry-level position as a software engineer that utilizes my technical skills

Education
Bachelor of Science in Digital Arts and Sciences   **May 2016**
University of Florida, Gainesville, FL   GPA: 3.26 / 4.0

Relevant courses: 2D Computer Animation, 3D Computer Modeling and Animation, Computer Organization

Technical Skills
- **Programming:** C++ (intermediate), Java (intermediate), MATLAB (basic), HTML & CSS (familiar), JavaScript (basic), COBOL (familiar)
- **Software Applications:** MS Word, MS Excel, MS Access, Adobe Photoshop, Autodesk Maya, Blender, Eclipse, Code::Blocks, Microsoft Visual C++, Processing

Work Experience
- **MetLife,** Clarks Summit, PA   **Jun 2015 – Aug 2015**
  Intern Technical Associate
  - Consolidated and uploaded data from MS Excel into MS Access to ensure easy information analysis through queries for managers
  - Acquired knowledge of the Mainframe environment by navigating through TSO
  - Learned COBOL through repetitive exposure of existing COBOL programs in the systems and applied it to a library

Projects
- **Theory & Practice of Multimedia Production, Caelum 7**   **Jan 2015 – Present**
  - Design and implement a 2D side-scrolling game using Unity game engine under the team name, Unstructured Studios

- **Computer Modeling and Animation**   **Jan 2014 - Present**
  - General course related projects such as modeling workspace, character modeling, and a animating a short clip

- **Introduction to Digital Arts and Sciences, Final Project**   **Dec 2014**
  - Created a simple firework simulator using Java Swing

- **Programming Fundamentals II, Calculator Project**   **Apr 2014**
  - A team project with the goal of producing a Calculator that reduces floating point numbers
  - Programmed in C++ and was in charge of the exponents and roots class

- **2D Computer Animation, Final Project: Gator Maze**   **Apr 2013**
  - Collaborated with a partner in creating a simple game that allows the user to navigate through a maze, generated by arrays, to reach the goal
  - Coded through Processing and involved usage of sounds, images, and a countdown timer

Skills

- **Languages:** Mandarin (basic), Cantonese (fluent), Taishanese (fluent)