LEON YANG

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO   San Diego, CA
B.S. Computer Science   June 2022

WORK EXPERIENCE

CUBIC TRANSPORTATION SYSTEMS   San Diego, CA
Associate Software Engineer   July 2022 - Present
- Implemented Java Spring APIs for various CTS projects including payment applications and internal tools
- Helped develop payment fraud detection software using machine learning frameworks

Software Engineer Intern   July 2021 - July 2022
- Improved code quality of the One Metro New York fare payment system by fixing defects in production code using C++
- Developed new features such as integrating touchscreen calibration, coin insertion validation, and coin recycler power functionality to the Ticket Vending Machine utilizing C++ for backend and Angular for frontend
- Created and published OS build releases for New York TVM employing the CI/CD pipeline through Jenkins and unit testing

PROJECTS

CONTRACT KILLER   January 2021 - May 2022
C#, Unity Game Engine, Blender | lyango.github.io/ck
- Led programming in player mechanics, enemy AI, and gameplay systems in a team of 4 developers on a 2.5D video game
- Released on the largest digital distribution platform for PC gaming, Steam
- Worked with a publisher as well as partners from Nintendo and Microsoft to release on Nintendo Switch and Xbox
- Awarded grant at SGDA (Student Game Developer Alliance) 2021 by presenting a demo to industry members, live stream audience, and judges

THE SOCIAL PLATE   April 2020 - June 2020
Javascript, React, Node.js, Express.js, HTML, CSS, Google Firebase | lyango.github.io/tsp
- Led a team of 10 developers to implement a full-stack web application that streamlines cooking tutorials by facilitating software development following the MVC design architecture
- Developed RESTful API endpoints and implemented server-side code with Node and Express
- Maintained recipe and user data using Google Firebase and implemented React components with Axios API calls

BEAT SHOT   December 2022
C#, Unity Game Engine, Blender | lyango.github.io/beatshot
- Programmed a 3D rhythm based FPS game in 7 days
- Developed enemy AI based on a finite state machine to create multiple states based on situational gameplay
- Implemented mechanics such as shooting on specific beats of a song, player movement, and gameplay systems

LEADERSHIP EXPERIENCE

VIDEO GAME DEVELOPMENT CLUB (VGDC)   San Diego, CA
Executive Officer   Dec 2019 - June 2022
- Responsible for leading quarterly game projects and game jams/hackathons
- Helped develop workshops and tutorials on game development through Unity Game Engine using C#
- Mentored students in programming and game design

SKILLS

Programming: C++, C#, Java, Python, JavaScript, TypeScript, HTML, CSS
Platforms/Frameworks: Git/Github, SSH, GDB, Node.js, Express.js, React, Angular, Google Cloud Platform, Firebase, Firestore, Unity Game Engine, Blender