

CLAUDIA YAN

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EDUCATION

Grove School of Engineering at City College of New York

Expected Spring 2018

Macaulay Honors College

Bachelor of Science in Computer Science

GPA – 3.636

SKILLS

- **Programming Languages:** C#, C++, Python, Perl
- **Technologies/Frameworks:** Unity/Monobehaviour, Django, Flask, MySQL, Git

EXPERIENCE

IBM: WebSphere

June 5, 2017 – Aug 11, 2017

Software Development Intern

- Converted internal scripts to production quality to get integrated into WebSphere build tools.
- Wrote and optimized initial Github Enterprise Perl library for Infrastructure and Automation team, following existing build structure, adding git to supported version control systems

Cornell Tech: <http://texttotraj.cs.cornell.edu/> (Site temporarily unavailable)

June 1, 2016 – May 25, 2017

Software Development Intern

- Independently developed interactive simulation environments for WebGL using Unity3D for natural language research
- Created an event based system that collects and sends player interaction data to a server in JSON format
- Solved scene serialization issue, by developing a system to work on top of Unity for smooth scene transitions at runtime

TEAM PROJECTS

CUNY Hackathon- Cubeball (3rd place): <https://github.com/psuong/cubeball>

Oct 15- 16, 2016

- Generated playing field and players at runtime for a multiplayer (2-8) soccer game in Unity
- Developed system to handle synchronous player movement

HackBU- Viacom Dora (2nd place Best Media Related Hack): <https://github.com/psuong/viacom-dora>

Feb 13-14, 2016

- Worked on visuals and UI for educational Dora the Explorer Game developed using Monobehaviour and C# with Unity2D

GameDev- Battle Blocks Royale: <https://bitbucket.org/psuong01/battle-blocks-royale>

Oct 2015 – Dec 2015

- Worked on particle systems, UI and backend system design for a modular UI framework
- Developed event system to handle health and power-ups
- Improved player spawning to be scalable and set at runtime

ACTIVITIES

Association for Computing Machinery E-Board at City College of New York

Dec 2015 – May 2017

Treasurer

- Execute and manage events such as General Meeting, Git Workshop, and GameDev

FIRST Lego League Manhattan Qualifier- Trash Trek

Project Judge

- Judged projects presented by elementary to middle school students that were based on the theme: Trash Trek