

# CLAUDIA YAN

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## EDUCATION

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**Grove School of Engineering at City College of New York**

Expected Spring 2018

Macaulay Honors College

Bachelors of Science in Computer Science

GPA – 3.656

## SKILLS

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

## EXPERIENCE

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

June 1, 2016 - Present

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

## PROJECTS

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

Oct 15- 16, 2016

Team Member

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

Feb 13-14, 2016

Team Member

- 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

Team Member

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

## ACTIVITIES

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**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

**CS4All Initiative – Pathfinders Workshop**

Volunteer/ Informal Speaker

- Spoke to high school students about experiences in Computer Science in college and with job interviews

**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