YUYAO WANG

Software Engineer / Front-End Developer

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TECHNICAL SKILLS

Languages	Java, C# , Python, Processing, HTML, CSS, JavaScript, PHP, SQL
Tools/Environments	Visual Studio Code, Eclipse, Unity, Android Studio, Arduino
Programming Ability	OOP programming, program pattern design, debugging, event handling

EDUCATION

Simon Fraser University   Sep 2021 - 2024

Interactive Arts and Technology, Bachelor of Science

WORK EXPERIENCE

Restaurant Owner - Roll&Chicken   Sep 2019

- Managed teams and cooperated with employees to maintain a friendly work environment and to provide better customer service.
- Can simultaneously take care of front-table service and assist in the kitchen in the restaurant, performing duties with dedication and efficiency.
- Designed and developed the restaurant's website using CSS, HTML and JavaScript to increase public accessibility to the restaurant's menu, reviews and location/hours.

Game Tester   Jan 2018 - 2019

- Worked with OpenAI as a Dota 2 pro game tester to test the game AI capabilities, detected bugs, and wrote weekly reports.
- Tested games and reported bugs for the company (Amazing Seasun), which significantly improved their game experience.

PROGRAMMING EXPERIENCE

Genshin Impact Guide (PHP/HTML/CSS/JavaScript)   May 2024

- Built an interactive guide website for Genshin Impact, offering dynamic filtering and detailed game information. Developed with a team, focusing on creating a comprehensive and user-friendly resource.
- Implemented secure user account management for registration and login. Users can create and manage guides, and engage with the community through commenting and bookmarking features.
- Faced and resolved technical challenges, continually refining the site based on user feedback. Gained hands-on experience in full-stack web development and improving user experience.

Naturia Guardian(C#)   Jan 2023

- Developed a 2D side-scrolling game on Unity, focused on environmental protection, playable on web browsers.
- Led team efforts in coding with C# and maintained project updates using Git.
- Independently created game assets, including character models and textures.
- Implemented inventory and attack effect systems, and designed diverse enemies and combat stages.

Green Plant Swap (HTML/CSS/JavaScript/Graphic Design/Figma)   Sep 2022

- Designed and implemented a responsive website interface using HTML/CSS/JavaScript to enhance the overall user experience.
- Led and collaborated with the team, using Git, and created a structured plan to deliver a high-quality project on time.
- Created a style guide to help establish the brand identity, tailored to the targeted users.

ACHIEVEMENTS

- Competed as a professional eSports player and exercised quick thinking under high pressure in a Dota 2 team that ranked top 20 in North America   2017 - 2018

- Architected and developed a custom portfolio website from scratch, featuring unique, self-designed aesthetics and advanced functionalities using HTML, CSS, and JavaScript.https://wyy-sfu.netlify.app/   Dec 2022