

Yuany Yuan

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EDUCATION

University of Southern California

08/2026-Present

- Bachelor of Science in Computer Science Games

TECHNICAL SKILLS

- Programming: C++, C#, Python, Java, Javascript
- Game Engineering: Unity, Godot
- Other skills: music composition, basic pixel art, basic 3D modeling

PROJECT EXPERIENCE

Lead Engineer, Technical Designer & Audio Lead, Video Game Creating Club 11/2024-05/2026

- Founded and led a multidisciplinary game-development club of 10 members
- Developed gameplay systems in Unity and Godot
- Composed and implemented music and audio
- Designed and implemented several mechanics for a prototype card game
- Coordinated programmers, artists and composers through completed prototypes

Mod Creator, One Step From Eden

09/2021-10/2021

- Published a custom character and spell set for One Step From Eden on Steam Workshop
- Programmed character spells in Lua
- Designed 2D pixel character animation

WhoisSpy - AI Competition

03/2025-04/2025

- Ranked 26th out of 600+ university-level participants in an AI spy game competition
- Applied prompt and agent optimization techniques to improve model performance

AI Talking Assistant - Java Project

01/2025-12/2025

- Developed a Java desktop application integrating AI models with a conversational chat interface
- Implemented a MySQL database to store user information and conversation histories
- Optimized prompts to generate supportive responses for children with mental health challenges

Restaurant Management System - Javascript Project

01/2025-06/2025

- Developed a full-stack restaurant management system using React, Node.js, Express, and Axios
- Integrated a MySQL database to manage orders, menu items, inventory, recipes, and related data
- Built frontend-backend communication through REST API requests for restaurant operations

Founder & Leader, Board Game Club

09/2023-05/2026

- Established and led a student club focused on board games and competitions
- Led members in designing and developing original board games

Project Manager, 3D Modeling & Video Editing

07/2024-08/2025

- Created promotional videos that increased product sales by 20%
- Utilized 3D modeling in Blender and video editing in Capcut for multimedia presentations

WORK EXPERIENCE

Software Developer Intern, Teamie

07/2025-08/2025

- Completed research and React web development tasks about AI applications in learning systems

Marketing Intern, UCloud

06/2026-07/2026

- Applied Python web scraping to retrieve information for market research
- Suggested potential marketing pathways for Astraflow