

Xavier Yang

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Projects

Tape Measure - AR mobile App

(Available on [AppStore](#) & [Google Play](#))

- Developed an AR app using Unity3D's AR Foundation framework, integrating digital content into the real world. Enabled user interaction with AR objects via device camera and accurate plane detection for distance calculations.

WayToHell - 2D mobile Game

(Available on [AppStore](#) & [Google Play](#))

- Designed and developed game mechanics, player controller, and UI scaling for iOS/Android devices. Optimized performance and implemented a leaderboard using Lootlocker network SDK in Unity

5 chess Go - Unity 3D Multiplayer Chess Game

- Developed a 3D mobile chess game with a Go chessboard system, integrated Photon PUN2 network SDK for online play, and implemented game mechanics and synchronization features

*** To view all of my projects, please visit my portfolio ***

Education

University of Ottawa

Bachelor of Computer Science

Graduated in April 2022

Skills

Unity 3D C# Git/GitLab

Android Studio Java

ML/NLP Python SQL

JavaScript Phaser.js C++

Portfolio

<https://krancee.github.io/>

[itch.io](https://krancee.itch.io/)

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Experience

Unity Software Developer

---CAST Group (Feb 2023 - Mar 2024)

1. Developed 3D Tracking System Integration:

- Created a product that seamlessly integrates a 3D tracking system with PTZ (Pan-Tilt-Zoom) cameras.
- Enabled automatic camera tracking of targets, enhancing user experience during live shows.

2. Event-Driven Camera Control:

- Designed and implemented an event system within the software.
- Users could define various camera actions and associate them with triggerable events.
- Resulted in dynamic camera behavior based on specific conditions during shows.

3. Serialization System Implementation:

- Developed a robust serialization system.
- Stored in-game content, user preferences, and critical data efficiently.
- Ensured seamless data persistence across sessions.

4. User-Friendly GUI and Drag-and-Drop Functionality:

- Utilized the software's GUI (Graphical User Interface) to enhance usability.
- Implemented a Drag-and-Drop system for easy manipulation of UI elements.
- Improved overall user experience and productivity.

5. Bug Fixing and Communication Enhancement:

- Resolved NDI (Network Device Interface) communication issues between the software and PTZ cameras.
- Ensured smooth data exchange and reliable camera control.

6. Multilingual Support and Customer Engagement:

- Contributed to the translation system by adding Chinese Simplified and Chinese Traditional languages.
- Conducted demos and presentations for customers, educating them about the product's features and benefits.