

Katarina M. Yang
117 Haight Ave
Alameda, CA 94501
kmyang@soe.ucsc.edu
(831) 325-1518

EDUCATION

- 2006 – 2011: University of California Santa Cruz, Baskin School of Engineering, Computer Science Dept., Majored in Computer Game Design, BS Program, class of 2011.
- GPA: 3.75

COMPUTER LANGUAGES

- C
- C++
- C#
- Java
- HTML/CSS
- HC11

COMPUTER SKILLS

- OpenGL, Microsoft visual studio (C#/C++), Eclipse (Java), XNA, UNIX, Adobe Photoshop/Illustrator

MOST RECENT & REVEVANT COLLEGE COURSEWORK

- Game Design Studio I, II, & III
- Introduction to Computer Graphics
- Visualization & Computer Animation
- Advance Programming
- Computer & Game Architecture
- Computational Model
- Interactive Story
- Abstract Data Types

MOST RECENT PROJECT

- Senior game design info at: <http://pattern.soe.ucsc.edu/>
 - Webmaster, lead artist, and programmer

WORK EXPERIENCE

- Undergraduate Research Assistant for CS Prof. Alex Pang, “Comparative Visualization” (Oct 2010 – present)
 - Using Java with Prefuse to visualize data sets
 - Animating between different forms of visualizations

OTHER LANGUAGES

- Chinese – Cantonese (spoken only)
- Japanese (Took Advance Japanese at UCSC)