

# Jay Yoo

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Game Developer / Backend Developer

## PROJECTS

### DOOMDROP, UNITY FPS GAME

- Gameplay showcase: <https://www.youtube.com/watch?v=cCOKMfe9EoI>
- Independently developed an infinite-runner first person shooter game on the Unity engine using C#, implementing all functionality such as random map generation, enemy A.I., and player movement
- Developed custom multiplayer co-op functionality utilizing Unity's Netcode package to allow multiple game instances to work in parallel to reduce the effects of latency across host and client machines

### HACK & SMASH, PLATFORM FIGHTING GAME

- Code repository link: <https://github.com/jaeyoony/HackandSmash>
- Created a platform fighting game using the Godot game engine, implementing all features including player movement, general combat design, and stages
- Implemented a deterministic state machine architecture to allow for future introduction of network protocols such as rollback to be integrated
- Created as part of the Global game jam 2021

## WORK EXPERIENCE

### BACKEND ENGINEER, SOLUM

RIDGEFIELD PARK, NJ, **JAN 2023 – PRESENT**

- Streamlined the tag integration process by developing a floorplan-building application, resulting in significant time and cost savings
- Designed and implemented an API to connect digital map data to SoluM servers for seamless integration of digital map data, enhancing management solution efficiency
- Revitalized website and database infrastructure using RESTful design principles, optimizing code for improved scalability and performance

### BACKEND DEVELOPER, RUCKUS

NEW YORK, NY, **MAY 2021 – JULY 2022**

- Designed and launched multiple web applications as a core member of the Ruckus Development team, including REST API infrastructures and database initialization
- Created an internal tool library using Django and Python, enabling Ruckus developers to rapidly build basic API's with commonly used functionalities
- Optimized testing procedures for Ruckus projects by standardizing and expanding the default testing suite, implementing automation where applicable to enhance efficiency

## EDUCATION

UNIVERSITY OF MICHIGAN, **B.S.E IN COMPUTER SCIENCE, CUM LAUDE**

ANN ARBOR, MI, **CLASS OF 2020**

- Relevant coursework: Data Structures and Algorithms, Web Systems, Database Management, Machine Learning, Computer Vision, Mobile App Development, Cyber Security

## SKILLS

- Proficient with Python, C, C++, C#, Java, JavaScript, GoLang, SQL, and Git
- Experience with Flask, Django, PyTorch, Tensorflow, OpenCV, PHP, Node, AWS
- Experience with developing on the Unity, Unreal, and
- Designing and creating APIs and databases
- Designing and Training small-scale neural networks
- Familiar with Eclipse IDE, Visual Studio, Command-line interface, and Windows PowerShell