

Eric Yoon

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➔ Yale Computer Science undergraduate with 3+ years of software engineering internship experience. Emerging game developer, with 2 published Unity games on Mac/Windows/Steam stores. Passionate about games, virtual reality, and emerging tech. Enthusiastic collaborator and lifelong learner, embracing out-of-the-box problem solving.

Education

Yale University · 2023-2027 · Pursuing B.S. in Computer Science · GPA 3.98

- Real-time 3D Graphics (OpenGL), Building Game Engines, Neural Networks (PyTorch), Web & Software Security, Systems Programming (ASM, C), Data Structures, Algorithms
- Undergraduate Learning Assistant (TA) for Introduction to Programming in Java · Spring 2025
- **Sun Academy Program for Yale Students** · Intense Japanese language program in Tokyo · Summer 2024

UCLA · Summer 2020-2022 · GPA 4.00

- Linear Algebra (2022), Intro to Computer Science I (2020) and II (2021) in C++

HarvardX (EdX online) · 2019

- Machine Learning and Data Science in R

Technical Skills

Games: Unity3D, OpenXR SDK, Photon Multiplayer. Learning: Blender

Web: React, Redux, Automated testing with Jest & React Testing Library, JavaScript & TypeScript

Full stack: NodeJS, REST API design, SQL, Socket.io realtime. Learning: GraphQL, Flask, Elasticsearch

Native: Python, C and C++, C#, Java. Learning: Rust, React Native

Other: Google Cloud, Firebase, AWS, Unix configuration and CLI, Data Structures, Object-Oriented Programming

Experience

Epsilon3, Inc. · Software Engineering Intern · 2021-2024 · Los Angeles, CA (Remote)

Startup developing web-based procedure management system for space companies

- Specialized in REST API development with NodeJS; designed public API for customer use
- Developed real-time collaboration features, handling efficient offline data management
- Collaborated with engineering team, designer, and COO to build highly-requested features

UChicago Center for Spatial Data Science · Research Assistant · Summer 2021 · Chicago, IL (Remote)

- Developed WebGeoda, an open-source platform for geospatial data analysis and visualization
- Optimized for large data with HTML5 Canvas; followed accessibility standards; focused on usability

LinkU · Lead Developer · 2020 · Los Angeles, CA (Remote)

- Developed video “mixer” app for college freshmen to meet during the pandemic
- Used Twilio, Firebase, and Socket.io SDKs for a scalable, reliable architecture

Projects & Extracurriculars

Yalies.io · Development team lead at Yale Computer Society · 2024-Present

The better student directory, used by 5,000+ Yale students

- Fully rewrote app with Next.js (React), NodeJS, Elasticsearch, and Sequelize ORM for PostgreSQL
- Optimized for uptime and scalability by migrating Heroku + AWS infrastructure to Google Cloud
- Leading a development team, focusing on building social and community-oriented features

RhythmMidi (open source) · 2024

- SDK for Unity rhythm games to load MIDI beatmaps created in DAWs
- Enables data-driven mapping of songs using widely-used music software
- Led adoption of library into codebase of in-progress rhythm game at Amoriem Labs (Yale Game Dev Club)

VR Gallery for Google Photos (open source) · 2023

- 360° media viewer for Meta Quest, leveraging the Google Photos API. Unity3D, OpenXR SDK, Firebase
- Designed a serverless authentication flow to pass OAuth credentials from companion website to headset

Hide And Seek Scramble! · 2022

- Real-time 2-versus-1 asymmetric multiplayer game for Mac/PC. Unity3D, Photon Multiplayer, Firebase
- Integration to sync game to community Discord server, allowing in-app purchases to unlock exclusive chats