Rae (Rachel) Yan

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EDUCATION

Northeastern University – *Candidate for B.S. in Computer Science & Music with Concentration in Music Technology* | Dec 2026 | Boston, US
John Martinson Honors Program | Dean's List | National Recognition Scholar | GPA: 3.8/4.0
- Relevant Courses: AI for Musical Innovation | Algorithms & Data | Composing with Digital Technologies | Foundations of Cybersecurity | Fundamentals of Software Engineering | Human-Computer Interaction | Introduction to Databases | Music & Audio for Video Games | Music Perception & Cognition | Music Technology Capstone | Object-Oriented Design | Projects in Cloud Computing

SKILLS

Programming Languages: C#, C++, CSS, HTML, Java, JavaScript, Python, R, Racket, TypeScript
Frontend: React, Next.js, React Native
Backend: Node.js, Express.js, MongoDB, Mongoose, Socket.IO
Tools & Platforms: AWS, Cypress, Git, Google Apps Script, Jest, VirtualBox
CS Concepts: Algorithms, Agile, Complexity analysis, CI/CD, Data structures, Machine learning, Object-oriented & dynamic programming, RegEx, Unit/integration/E2E testing

Creative & Production Tools: Ableton Live, Blueprints Visual Scripting, Figma, Max/MSP, Pro Tools, Reaper, Unity, Unreal Engine, Vital Audio, Visual Studio
Music & Audio: Digital signal processing, MIDI, Music composition & production, Music theory, Piano, Sampling, Vocoders
Languages: Native: English, Mandarin | Intermediate: German, Spanish

WORK EXPERIENCE

Universal Phoenix Group LLC – *Interactive Game Designer & Developer* | Jan 2026-Present | Remote
- Design user flows, wireframes, and UI/UX systems for profiles, progression, collections, and dashboards across Sol Dance and Dance Multiverse platforms, ensuring consistent visual and interaction design.
- Support front-end development and web-based game features using modern frameworks (React, Next.js), implementing interactive components, UI logic, APIs, and debugging systems across platforms.
- Design and implement marketing-focused UX flows for events, announcements, featured content, and promotional features that drive retention, discovery, and progression.
- Collaborate cross-functionally with artists, developers, marketing, and social teams while analyzing user behavior and feedback to continuously improve player experience and align product features with campaigns.

Scout Studio – *Project Lead & Senior Developer* | Aug 2025-Present | Boston, US
- Manage a team to create new branding and a new website for a client (Good Karma) and guide the team to ensure the project stays on track to complete all final deliverables by the deadline.
- Organize meetings, oversee client communications, and provide constructive feedback to team members.
- Led development for a client website (The Student Kitchen) using HTML, CSS, & JavaScript, translating design prototypes into functional, production-ready features.
- Mentored and upskilled 2 Junior Developers through code reviews and pair programming, promoting shared learning and accountability within the team.

Northeastern Media Studios – *Production Studios Assistant* | Oct 2025-Dec 2025 | Boston, US
- Operated and maintained broadcast and recording equipment across a full-scale production facility, including a television studio, three recording labs, and a dedicated podcast room.
- Audio-engineered and provided technical support for client sessions by troubleshooting issues across hardware, software, and audio interfaces, including Solid State Logic (SSL) consoles and Pro Tools systems.

Black Soup GmbH – *Software Engineering & Marketing Co-Op/Intern* | Feb 2025-Jun 2025 | Berlin, DE
- Led 4 organic marketing campaigns for video game titles (Lost Records: Bloom & Rage, Memoriapolis, Palia, Rooftops & Alleys), executing influencer outreach and digital strategy that collectively garnered over 5M impressions and 250K engagements across social platforms.
- Acted as a primary point of contact for major clients (KRAFTON, Radical Theory, Riot Games, Singularity 6), presenting campaign performance data that contributed to contract renewals and secured a 15% increase in a quarterly paid media budget from one client.
- Managed and coordinated a total of 10+ paid creators, facilitating content creation and timely payments, which directly contributed to driving over 1M combined views on campaign-related content.
- Engineered Google Apps Scripts to automate media planning and reporting, decreasing campaign setup errors by 90%.
- Contributed to designing a centralized campaign database by migrating 4+ years of historical data, decreasing average media plan build time from 4 hours to 1 hour and enabling data-driven strategy shifts.
- Proofread and revised the English localization of PEPPERED on Steam in assistance for the official game launch.

PROJECTS

NUCircle – Sep 2025-Dec 2025
- Architected and implemented a real-time, full-stack TypeScript platform featuring RESTful APIs with OpenAPI validation, JWT authentication, and real-time messaging via WebSocket connections.
- Built a real-time multiplayer trivia game system using Socket.IO and Express.js, featuring synchronized game state management and persistent sessions stored in MongoDB.
- Implemented a comprehensive CI/CD pipeline with full testing suite (unit, integration, E2E) in a team of four using Git and Agile practices.

Light 'Em All – Apr 2024
- Engineered a Java-based pipe-connection puzzle game implementing breadth-first search and Kruskal's algorithm for win-condition validation and procedural board generation.