

# BECKHAM YEOH

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## EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

*Bachelor of Science in Computer Science, 3.81 GPA*

Expected June 2027

MIRAMAR COLLEGE, San Diego, CA

*Associate in Science in Computer Science for Transfer, 4.0 GPA*

June 2025

*Relevant Coursework:* Advanced Data Structures, Software Engineering, Design and Analysis of Algorithms, Systems Programming, Computer Assembly Language, Digital Systems Design, AI Search & Reasoning

## TECHNICAL SKILLS

*Programming Languages:* C++, C, C#, Java, Python, Dart

*Tools:* Unity3D, Git/GitHub, Arduino IDE, Visual Studio Code, Xcode, Cinema4D

*Databases:* MySQL

## PROJECTS

### *Unity Game Portfolio*

Designed and shipped a live portfolio hosting 5 Unity games: flocking AI (Boids), physics-based projectile gameplay (Mission Demolition), a vertical shoot-'em-up with object pooling and a multi-phase boss (Space SHMUP), card-game state management (Prospector), and an arcade scoring loop (Apple Picker). Built the site using Astro to host the WebGL builds.

### *Arduino Obstacle-Avoidance Rover*

Programmed an autonomous rover with obstacle detection and avoidance logic. Implemented an automated signaling system for turning and reversing actions.

### *Flutter Journal Application*

Developed a mobile application for journaling using Flutter and Dart. Allows the user to create entries and sort.

### *Java SQL Database Program*

Developed a program to access, display, and sort data from a SQL database using SQL queries.

### *Assembly Language Encryption*

Built an encryption and decryption program using ASCII-based key comparison for secure message transformation.

### *Cinema4D 3D Animations*

Designed and rendered 3D models and animations in Cinema4D for personal projects like the X-wing.

## EXPERIENCE

### *Mobile App Prototype Tester – LifeSpark Labs*

August 2025

Tested the company's mobile application and identified usability issues. Provided detailed feedback to improve UI/UX and application functionality. Collaborated with developers to refine features before product release.

### *Astronomy Research Assistant – San Diego Miramar College*

June 2024 - August 2024

Analyzed binary star orbital models using Fourier Transform. Improved current model accuracy through simulation adjustments and data interpretation. Collaborated with a team of astronomers and programmers to process and evaluate datasets.

### *Shift Leader – Luna Grill*

February 2023 - January 2026

Led shift operations, trained staff, managed inventory and revenue tracking.

## OTHER SKILLS

*Language:* English(Native), Vietnamese (Conversational), Japanese (Elementary)

*Soft Skills:* Leadership, Collaboration, Analytical Thinking, Debugging, Adaptability