Marcus Yip

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Recent Computer Science MSci graduate with a passion for creating engaging, immersive experiences through powerful storytelling and innovative software solutions. Equipped with in-depth knowledge of computer systems and principles of software engineering. Practical experience developing software following the software development life cycle, both individually and within teams. Recognized for outstanding achievement by being invited to the inaugural Doors Open event hosted by the School of Computer Science at the University of St Andrews to showcase creative contributions for the Video Games module. Seeking to leverage a background in creative arts along with acquired technical abilities to develop meaningful software.

Skills

- 5+ years coding experience primarily with Java, then from most familiar: Python, HTML, CSS, JS, C/C++, SQL, UML, WebGL, Rust, EssencePrime, Bash, Haskell, Prolog, Go, Assembly.
- Along with notable technologies such as: Processing, Docker, ReactJS, Excel, SQLite, MariaDB, Swing, Jupyter Notebooks, sklearn, SPSS, Balsamiq, Tableau, Bevy, pygame.
- Collaborated on various individual and team projects with stakeholders, delivering following different software development methodologies (Waterfall, Agile, Scrum).
- Passionate about developing video games, with a degree centred around game development skills (Games Programming, Software Engineering, UCD, Networks, AI, Databases, Security, Privacy, HCI, Visualisation, Graphics, etc).
- Currently honing C++ skills with UnrealEngine, Blender, Emscripten, SDL and WebGPU.

Achievements

06/21

The Deans' List Award
(University of St Andrews)

Awarded to students who average above 16.5 in all modules across the academic year.

Young Musician of the Year
(The Rotary Club of Musselburgh)

- 2013 - 2014 - Junior section (1st, 3rd)

ABRSM Qualifications

- 2009 - 2014 - Grades 1 - 6 Piano (Merit)

Education and Training

09/19 - 06/24
University of St Andrews
MSci (Hons) - Computer Science (2:1)
- Dissertation ("Music-Reactive Procedural Content Generation in Video Games")

08/13 - 06/19
Musselburgh Grammar School
Advanced Higher - Maths, Physics, CS (BBD)
Higher - Chemistry, CS, English, ESOL, Maths, Physics (AAAAAB)
National 5 - Chemistry, CS, English, French, Maths, Physics, RMPS (AAAAABC)
National 4 - History (P)

Work Experience

07/23 - 09/23
Box Office at Just The Tonic

- Managing sales with ticketing systems (Red61, Excel, Paper)
- Clear communication with team and customers
- Cash Handling and organisational skills

05/22 - 07/22
Summer School Ambassador at The Sutton Trust

- Providing support and advice to new students
- Leading and organising student events
- Fostering a positive and inclusive community atmosphere

08/18 - 06/19
Teaching Assistant at Musselburgh Grammar School (Code Club)

- Being a mentor to support student learning
- Monitoring students' progression and communicating with teachers
- Facilitating a productive environment for learning and collaboration

10/16 - 10/16
General Centre Assistant at Academy of Music and Sound

- Clear communication with applicants over the phone
- Filing physical and digital documents to keep organised

Additional Information

- Personal Website: https://marc.us.org
- LinkedIn: https://www.linkedin.com/in/yyyo
- GitHub: https://github.com/m3xy