

Echo Yin

Software Engineer II

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❖ **LinkedIn** <https://www.linkedin.com/in/echoyin0451/>

❖ **Portfolio** <https://e-choness.github.io/portfolio-site/>

❖ **Github** <https://github.com/e-choness>

Skills

Skills: C#; C++; Python; Multiplayer Systems; Telemetry; Server/Client Architecture

Technologies: Azure; AWS; Unreal Engine; Unity Engine; Firebase; .NET Framework

Interests: Game Design; Programming; Live-Ops; UGC; AI and Machine Learning

Experience

Brass Lion Entertainment / Online Programmer

Jul. 2024 – Apr. 2025, Edmonton, Alberta (Remote)

Brass Lion Entertainment is a game development studio dedicated to creating original fictional universes, characters, stories, and themes.

- Developed an item migration tool, optimizing item management by 96%.
- Created a server log download tool, reducing QA bug reporting time by 95%.
- Implemented a matchmaking system and data timer for server-side requests.
- Supported the Character Creation group with essential online features.
- Delivered various live-ops features to enhance game operations.

Tech: C++, C#, Unreal Engine, Azure, Server/Client Architecture, Live-Ops, .NET Framework

Froglet Games / Back End Engineer

Sep. 2023 – June. 2024, Edmonton, Alberta (Remote)

Froglet Games is an emerging game development company known for creating engaging and innovative gaming experiences.

- Engineered in-game user authentication, leaderboard, and in-game economy systems.
- Managed telemetry systems and Unity Engine upgrades.
- Worked under the mentorship of a former Senior Director of Engineering at Roblox.

Tech: C#, Unity Engine, Azure, AWS, Live-Ops, Firebase, .NET Framework

Rec Room / Tools Engineer Intern

Jan. 2023 – Apr. 2023, Thunder Bay, Ontario (Remote)

Rec Room is a virtual reality multiplayer game that enables users to create and share games and experiences collaboratively.

- Built an in-house build download tool that reduced build download time by 70%.
- Provided UI development and tooling support.

Tech: C#, Unity Engine, Azure, Jenkins, MAUI, Full-Stack Development, .NET Framework

PointClickCare / MLOps Engineer Intern

Jan. 2022 – Apr. 2022, Thunder Bay, Ontario (Remote)

PointClickCare is a leading cloud-based healthcare technology provider for long-term

and post-acute care facilities.

- Supported MLOps data pipeline features and infrastructure.
- Created comprehensive test cases for data pipeline validation.
- Monitored and responded to security vulnerabilities.
Tech: Python, Java, AWS, Azure, Jenkins, Terraform, NLP, Machine Learning, Microsoft SQL Server

Hubei Xinyegang Co., Ltd. / Software Engineer

Jul. 2012 – Feb. 2020, Huangshi, China (On-site)

Hubei Xinyegang is a historic specialty steel producer originally established during WWII.

- Handled software submission and maintenance cycles and led system analysis and review.
- Assessed and executed process and system change requests, ensuring necessary data updates.
- Supported external training programs through material creation and coordination.
- Participated in the entire lifecycle of finance and accounting system projects.
- Designed and implemented new modules to expand system capabilities.
Tech: C#, .NET Framework, Oracle, SQL, Internal Enterprise Frameworks

Projects

Shadow Dungeon / C++, Unreal Engine

- Self-taught coding and implementation for Online Subsystem replication with no prior Unreal experience.
- The end result is a working demo that can be played by 4 players.

User Questionnaire Backend / Python, Flask, Docker

- User Management: Login, registration, email verification, and other basic user operations.
- Questionnaire Creation: Create questionnaires for data collection (Supported question types: single choice, multiple choice, fill-in-the-blank, dropdown).
- Questionnaire Management: CRUD operations for your questionnaires; supports generating questionnaires from templates.
- Questionnaire Publishing: Basic publish/unpublish functions, set questionnaire passwords, restrict access by IP or device to prevent repeat submissions.

Education

Lakehead University / Master's Degree in Computer Science

GPA: 3.9/4.0; First Class Honours

Dalian Minzu University / Bachelor of Engineering in Software Engineering