

# Andy Yao

*Inspiring wonder in worlds virtual and physical*

Ann Arbor, MI | (989) 933-6456 | andyyao15@gmail.com | Entersectionality.com | linkedin.com/in/andy-yao-cs

## EDUCATION & QUALIFICATIONS

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### University of Michigan

*BSE in Computer Science; GPA: 3.94*

**Coursework:** Operating Systems, Computer Networks, Machine Learning, Data Structures, Computer Organization, Web Dev

**Status:** American Citizen- capable of obtaining security clearance.

Ann Arbor, MI

*Expected May 2026*

## RELEVANT SKILLS

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C/C++, C#, Java, Python, Java/Typescript, React, Flask | Git, Unreal Engine, Unity, Blender, Linux, AWS (EC2, ECS, S3)

## PROFESSIONAL EXPERIENCE

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### Mixel Studios

*Full-Stack Developer*

Ann Arbor, MI

*July 2025- Ongoing*

- Engineered a scalable Janus/WebRTC-based streaming infrastructure capable of supporting 100+ concurrent streams and thousands of simultaneous users.
- Designed and deployed a real-time Unity annotation system featuring a dynamic, node-based drawing architecture.

### Orbit Inc.

*Virtual Reality Contractor*

Boston, MA

*Mar 2025 - Jul 2025*

- Built investor-facing demos using Orbit's biotech, including a modded FPV drone and a multiplayer co-op horror game.
- Configured scalable AWS backend: Elasticache, S3, Lambda for IoT fleet.
- Architected multiprocess biometric data pipeline achieving >100Hz, <30ms latency.

### Sandia National Laboratories

*Mission Tech Intern*

Albuquerque, NM

*May 2024 - Mar 2025*

- Developed JARVIS, a secure Unity plugin powered by LLM for real-time runtime control via user speech.
- Built function-calling infrastructure, Milvius VectorDB, and speech interfaces; improved plugin access speeds 150-300%.

### University of Michigan

*Instructional Assistant for EECS 440*

Ann Arbor, MI

*Dec 2024 - Ongoing*

- Taught and evaluated 30+ students building simulation projects in Unity and Unreal Engine.
- Developed multiplayer ASL experience using Meta Building Blocks and Photon backend.

## ACTIVITIES

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### ChemCreator

*Product Manager, Lead Dev*

Midland, MI

*Feb 2024 - Mar 2025*

- Built Unity VR simulation teaching Lewis Structures and VSEPR theory to K12 students.
- Conducted 100+ student deployment in Midland Public Schools.
- Finalist in Michigan Business Challenge; Edtech winner at +Tech Innovation Jam.

### The Big City: Lost and Found

*Game Developer Specialist*

University of Michigan

*Jan 2023 - Ongoing*

- Implemented mocap animations, streamlined user-facing interactions, and custom UI for VR recreation of a lost film.
- Acted as primary technical assistant during a live virtual production for interactive performance using Vive Mars.

### Alternate Reality Initiative

*President*

University of Michigan

*Oct 2023 - Ongoing*

- Completed AR consulting projects for Visit Detroit and the Kelsey Museum of Archeology using Unity, Niantic 8thWall
- Reorganized XR Midwest Hackathon, successfully merged it into MHacks, securing 25K funding and 50K hardware valuation sponsorship for a 800 student hackathon

## AWARDS

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### MHacks 17 Hackathon

*First Place - V<sup>2</sup>/R, VR Circuit Simulator in Unity with graph-based breadboard digital twin*

University of Michigan

*Sep 2024*

### SpartaHacks 10 Hackathon

*Best in AI - LaBuddy, AI assistant on Augmented Reality glasses for lab work*

Michigan State University

*Feb 2025*

### RH x SnapAR Hackathon

*Finalist - Social Brew, Multiplayer puzzle-solving experience for Snap Spectacles*

Augmented World Expo

*June 2025*