Zi-Dane Yan

Software Engineer
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Education

University of Nebraska-Lincoln, Lincoln, Nebraska

Bachelor of Science in Computer Science, Mathematics Minor, Aug 2024 to Dec 2026

Professional Experience

Teaching Assistant, University of Nebraska-Lincoln, Lincoln, NE

Aug 2025 to Present

TA for CSCE 231 Computer Systems Engineering

- Led weekly labs for 40+ students covering C programming, GDB debugging, and code review.
- Provided line-by-line assignment feedback to help students improve code correctness, readability, and efficiency.

Full Stack Developer, Aulick Industries, Lincoln, NE

Jan 2026 to Jun 2026

Full-Stack Development via University of Nebraska-Lincoln Senior Design

- Built an internal fabrication parts ordering tool that enabled employees to browse a catalog, manage a cart, and submit orders.
- Implemented role-based access control, AWS S3 file uploads, automated email notifications, and Excel bulk updates.

Full Stack Developer, Mission Accomplished, Lincoln, Nebraska

Aug 2026 to Dec 2026

Full-Stack Development via University of Nebraska-Lincoln Senior Design

- Developed SwiftUI interfaces and iPhone-Apple Watch synchronization for a health prototype supporting self-regulation in neurodivergent children.
- Built REST APIs using FastAPI, PostgreSQL, and SQLAlchemy for account management, secure sessions, and simulated biometric reporting with threshold-based support prompts.

Extracurricular

Member of the Engineering Students Advisory Board, UNL College of Engineering

Sept 2024 to Present

Manage $100,000-$250,000 annual Dean's budget across engineering clubs and organizations.

Participant of Coding for Data, The Global Career Accelerator

Jan 2025 to May 2025

Completed training in Python, SQL, and Tableau, building data pipelines and interactive dashboards.

Project Experience

Universe Map, https://www.universemap.org, https://github.com/zdy718/universemap

- Built an interactive 3D map that lets users explore 169,000+ celestial objects, search for stars and planets, and view detailed object information.
- Created a Python pipeline to combine astronomy catalogs and prepare the data for use in the browser.
- Used custom shaders, progressive loading, and adjustable rendering detail to keep the map responsive across different scales.

Stunt Double Game, https://stuntdouble-kappa.vercel.app/, https://github.com/zdy718/stuntdouble

- Built a browser game where players jump, slide, and swing through five movie-inspired levels using keyboard or touch controls.
- Created the game’s physics, collision detection, sound effects, scoring system, and saved progress.
- Wrote automated tests and a solver that plays through each scene to check that every level can be completed.