

EDUCATION

University of California, San Diego

09/2016-06/2020

- B.S. in Computer Science, Minor in Visual Arts: Computing and Arts (**GPA: 3.90/4**)
- Courses Taken: Data Structures, Algorithms, Software Engineering, HCI Design, Computer Graphics

WORK EXPERIENCE

Intern Full Stack Developer, LMT Technology, Shanghai, China

06/2018-08/2018

- Worked on migration of the company's product from Flash to HTML and Javascript, and from a custom back end to Spring framework. Reduced code length and boosted execution efficiency.
- Improved translation of the product's English version, making it more understandable by English speakers. Met with English-speaking customers and promoted the product.
- Introduced JSDoc, a documentation format for Javascript, to the team, setting up a uniform code format.

OTHER PROJECTS

Bodylogical MR, Unity Developer

10/2018-Present

- Working with Prof. Jurgen Schulze from UCSD CS department. This is an iOS AR app that would visualize and predict people's health data based on their lifestyles.
- Designed a 3D control panel with Blender so that users could navigate in 3D space to set parameters. Also designed health props (gym equipments, hospital beds, etc.) to give an instinctive impression on health status.
- Designed data panels with C#. Devised 3D ribbon charts to display health statistics, thus utilizing AR space to clearly visualize data both across different lifestyles and across time.

Mechsuit VR, Unity Developer

04/2017-Present

- Working in a 5-person team in VR club to create a game featuring Steam VR and Unity. Players would wear mechanic armors and fight in an arena.
- Implemented the inverse kinematic system for the armor using the positions of the VR headset and hand-held controllers. The suit's arm would match the player's arm movements, enabling efficient control of the armor.
- Programmed a propulsion system with player movements as input, enabling motion control for players, who would have to physically move to traverse through the arena instead of fiddling with the joystick.
- Designed health and weapon systems, and UI for health and ammo display. Wrote health and weapon scripts with Strategy Pattern and interfaces so that they can be easily extended to add more damage types and player resistances.

Transracer, Full Stack Developer

04/2018-06/2018

- Worked in a 4-person team to create a web application with both front end (Bootstrap) and back end (Node.js). The app allows user to learn different languages through translating lyrics.
- Developed all the database logic with sqlite for songs and scores, so that users can upload their favorite songs to the app for practice, and view their past attempts.
- Improved score calculation based on the number of hints the user relies on and the correctness of the answer.

WayAround, Front End Developer

01/2018-03/2018

- Worked in a 4-person team to create a web application mockup. The app allows users to customize their routes so as to enjoy the trip to the destination.
- After paper prototypes, implemented the home page with Bootstrap, jQuery and Handlebars.js, where the users would customize the route. Wrote two versions of the page for A/B testing, analyzing the time each user used in navigating through the page to find out how users would approach a new product and modified to make the page user-friendly.
- Perfected the review page, where the user rates the route based on their customization back on the home page.

Flashback Music, Android Developer

01/2018-03/2018

- Worked in a 5-person, Agile team to create an Android application. This music app records the time and location songs are played so that users could reminisce on their moods.
- Separated UI interaction and back end logic with Model-View-Controller pattern resulting in cleaner code.
- Devised separate logic for local and cloud music under a set of interfaces with Strategy and Factory patterns.

SKILLS

Language	C#, Java, HTML, CSS, Javascript, C, C++, Python, L ^A T _E X
Technology	Unity, SteamVR, Windows Desktop, Android, JavaFX, jQuery, Node.js, SQL, OpenGL, React.js, Spring
Software	Visual Studio, Android Studio, vim, Blender, git, Linux