

Wendi Lin

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Intended Position: Software Engineer;

Referee available on request

About me

I am always filled with funky ideas. Keep questioning and asking for improvement. Obsessed with code maintainability but poor with giving a good variable name. I love the refactoring process, but it feels painful when designing the new structure. Shy when first get in touch, but suddenly become a bad joke machine when familiarised.

Skills

<Languages and tech stacks/>:

Handy with Java: Learned from University. I love it because it is type-safe, has enough data structure to use, and strictly passes by value. Have not used it for developing anything except university assignments. State it here just showing my understanding of Object-Oriented programming;

Familiar with

SQL: Learned from university, know fundamental queries and transaction schemes. Has used it for develop a mini-game;

Python: From University Courses. Used for my honour dissertation (3D point cloud machine learning);

C#: Self learned for develop games in Unity;

React js, JavaScript and HTML: Learned and used during my internship. Used it to develop a Jira plugin (Can not tell more about the product since it was noted on my contract);

<Programme Design/>:

Familiar with software design principles for develop maintainable software, and software design patterns. Ability to use Git.

Experiences

2022.07

Kiwi Jam

**Game Development
Competition**

Developed the game "Stab in the dart" in a group. Developed the "Sound Interaction Interface" and part of level design. We got the "Most Experiment-ty" first place prize. The game is designed for the blind, only using sound and touch (by dual sense) as feedback.

2021.11 - 2022.1

Suzhou Yunti Technology

Internship: Front-end Engineer

Working in the DevOps team, took responsibility for developing the whole front end of the Jira plugin. Learned and used React js during work independently. Develop software in the agile environment.

2021.09**Data Order Preservation
Middleware****University Assignment**

Individually developed middleware to ensure that the message will be received in the same order as sent in a multiple-client environment.

2021.08**Data Cache****University Assignment**

Individually developed a cache server run in TCP protocol. Fracture and cache data by the regional hash value. Allow users to fetch data from the cache server directly when the data requested is updated.

2021.08**Spatial Skill Training Game****University Assignment**

Working in the team, took responsibility for developing the collider box setting, record saving function, and UI. Collaborated with teammates to develop the gamification mechanism, develop the product collaboratively.

2021.07-2022.06**A+ Education****Part-time Job: Tutor**

Responsible for tutoring computer graphics fundamentals (rendering). Giving lectures weekly while studying.

2021.07**Waka Kotahi****Micro-internship Project**

Based on the requirement of Waka Kotahi, fetched and analysed data with other students and codified a report on the data.

2020.07**Kiwi Jam****Game Development
Competition**

Individually developed a 2D game in Unity and replanted the game to the Android platform afterwards.

Education

2018.03 - 2022.11

the University of Auckland : Bachelor of Advanced Science(Honour) : Computer Science