Wenjie Shi

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Location: Sammamish, WA Website: blubambu.io

Experience and Projects:

Microsoft Software Engineer September 2016

NASA Jet Propulsion Laboratory Intern June 2015 – August 2015

- Prototyped the use of virtual reality headsets and controllers (Sony Morpheus and HTC Vive) as a more intuitive human interface to remote controlling humanoid robots
- Designed and optimized the prototype as well as implementing the majority of the server-client networking architecture in C#

Center for Game Science Research Assistant December 2014 – June 2015

- Used ActionScript 3 and Flash to improve the UI and fix bugs in Nanocrafter, a crowd source scientific discovery game about building nanoscale devices using small pieces of DNA in Winter 2014
- Gave quality of life improvements to a variety of other educational games, such as adding the ability to pause the game Treefrog Treasure midlevel, in Spring 2015

CSE 142 (Intro to Programming I) Teaching Assistant September 2014 – December 2014

- Taught a weekly, hour long section of 25 students in CSE 142 at the University of Washington for Fall 2014
- Attended weekly staff meetings, teaching/grading students, and helping students at the Introductory Programming Lab two hours per week

High Grade Miner June 2013 - August 2013

- Single-handedly created and released a 2D Android game on Google Play with over 125,000 downloads and $600 in profit: https://play.google.com/store/apps/details?id=com.bambu.driller&hl=en
- Optimized the game to run smoothly on mid-tier smartphones from several years ago in order to allow the player to dig over any of the 150,000 blocks present in the given level
- Utilized a Java framework called LibGDX to allow for cross platform deployment under a single codebase

Game Development Club President February 2014 – March 2015

- Designed and created the current University of Washington Game Development Club website at gamedev.cs.washington.edu using the Material Design Lite framework
- Led the club as president in Spring 2014, Fall 2014 and Winter 2015, involving running everyday club operations and leading most of the presentation meetings
- Held workshops and presentations to teach club members on the Unity Game Engine and Unreal Engine 4

Technical Skills:

Languages:

- Java - Proficient
- C# - Proficient, especially with the Unity Game Engine
- C/C++ - Intermediate
- HTML/JS/JavaScript - Familiar

Education:

University of Washington, Expected September 2016
Current Computer Science Major, Cumulative GPA: 3.7