

# Wanjing Chen

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## EDUCATION

**MSc Artificial Intelligence (Merit), *Queen Mary, University of London*** 2020 - 2021

Modules include: Data Mining, Information Retrieval, Bayesian Decision and Risk Analysis, Multi-platform Game Development, Music Informatics, Machine Learning

**BEng (Hons.) Computer Science (2.1), *University of Edinburgh*** 2016 - 2020

Modules include: Human-Computer Interaction, Foundations of Natural Language Processing, , Software Testing, Computer Communications and Networks, Performance Modelling, Database Systems, Computer Security

**A-Levels (Cambridge International Examinations), *Hangzhou NO.4 International High School, China*** 2013 - 2016

Physics (A\*), Mathematics (A), Economics (B)

## WORK EXPERIENCE

**Consultant Graduate Developer, *Thoughtworks, London, UK*** JUN 2022 - PRESENT

Responsibilities in projects includes:

- Building streaming service full stack prototype
- Fixing mobile app security issues
- Building automatic deployment pipeline using AWS
- Technologies used: **AWS, React, Cypress, C#...**

**Digital Learning Developer, *Thomson Foundation, London, UK*** JUN 2021 - JUN 2022

- Technical lead for courses on Telegram, WhatsApp and Edcast
- User count in the 10s-200s per course
- Review and improve the user experience on the Thomson Foundation online platforms
- Technologies used: **AWS, Python**

## PROJECTS

**Project Name Generator** NOV 2022

- Created a single web page that generates project names based on given keywords input
- Using OpenAI API, Next.js framework and Cypress for testing
- [Demo video](#)
- Technologies used: **JavaScript, Cypress**

**Gamified Music Educational App, *Postgraduate Dissertation*** JUN 2021 - AUG 2021

- Created an Android app for learning ukulele with a strong focus on UX
- Solved hard technical challenges including interfacing with an embedded Unity project
- Conducted two user evaluation cycles to create a highly usable app
- [Demo video](#)
- Technologies used: **Android Studio, Unity, C#**

**Above The Ashes, *3D Unity Game Group Project*** SEP 2020 - DEC 2020

- Worked in a group of 3 to develop a 3D adventure shooting game
- Role included programming, level-building, animating and team management
- [Gameplay video](#)
- Technologies used: **Unity, C#**

## CERTIFICATION & OTHER SKILLS

- **Cloud Service:** AWS Certified Cloud Practitioner
- **Programming Languages:** Python, JavaScript, Java, PostgreSQL , C#
- **Development tools:** Git, Unity, Figma, Android Studio