

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](#)

Software developer intern, *Chaoyong Technology Company, Hangzhou, China* JUN 2019 - JUL 2019

- Developed a BLE Android app to monitor an embedded system
- Grew project management and problem-solving skills
- Technologies used: [Android Studio](#), [Java](#)

PROJECTS

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, Java, PostgreSQL , C#
- **Development tools:** Unity, Matlab, Android Studio, Figma, Git