

Wanjing Chen

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Profile

Postgraduate Artificial Intelligence student at Queen Mary University of London. Particularly interested in careers such as software development or data analysis after graduation, but also open to other challenging positions.

Skills

Technical:

Python, Java, PostgreSQL, C#, Unity, Matlab, Android Studio, Haskell

Soft skills:

Mandarin speaker

Customer Service

Time management

Teamwork

Education

Queen Mary University of London - London, UK

2020-2021

Current MSc Artificial Intelligence student

University of Edinburgh - Edinburgh, UK

2016-2020

BEng (Hons.) Computer Science - 2:1

Notable courses:

Functional Programming (73%), Reasoning and Agents (76%), 'Algorithms, Data Structures, Learning' (70%), Computer Security (77%), Software Testing (89%), Computer Communications and Networks (87%)

Hangzhou No. 4 High School - Zhejiang, China

2013-2016

A level

Physics (A*), Mathematics (A), Economics (B), IELTS – 7 (2016)

Experience

Software developer intern - Chaoyong Technology Company

Hangzhou, China - 2019 (1 month)

Chaoyong Technology Company is a hardware development company.

Internship in the software department on the enhancement of a BLE

Android app to monitor an embedded system, using Android Studio and Java.

Front of House - Michael's Seafood and Steak Bar

Edinburgh, UK – 2018-2019 (8 months)

Worked part-time during academic terms, responsibilities included serving customers and helping out with administrative work such as planning rota.

Projects

Above The Ashes - Unity Game Project - 2020

Above The Ashes is a Unity 3D adventure shooting game. In a group of 3, I worked on one of the game level, some interactive elements of the game and implementation & design of menus. The demonstration of the game can be found at https://www.youtube.com/watch?v=SqT9jGA4_E8

Technologies used: Unity, C#

Approximate Consistent Query Answering Implementation

Dissertation - 2020

Successfully implemented and evaluated an algorithm to answer queries on inconsistent databases. Technologies used: Python, PostgreSQL

Deeper Blue - Group robotics project - 2019

Deeper Blue was an assistive chess robot enabling disabled players to compete in tournaments. In a group of 9, I helped design the body of the robot, built the connection between the robot and computer and worked on the web-app. Technologies used: EV3, Python, JavaScript.

Coinz - Individual course project - 2018

Coinz is an Android game in which users see icons on a map, then walk to the location of icons to collect the game coins and store them into their accounts. Technologies used: Mapbox, Android Studio, Firebase

Volunteering

Hack the Burgh - 2019

Hack the Burgh is a hackathon held in Edinburgh. I helped out monitoring the building and guiding attendees.

Changeworks - 2016-2019

Changeworks is an environmental charity organisation. I helped with events such as talks and workshops.

Personal Interests

Bullet Journal

Drawing

Cooking

DIY

Travelling

Personal website: <https://cwjwanjing.github.io/>