

Wanjing Chen

Email: wanjingchencwj@gmail.com

EDUCATION

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

Modules include: Data Mining, Bayesian Decision and Risk Analysis, Information Retrieval, Multi-platform Game Development (75%)

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

Modules include: Human-Computer Interaction, The Human Factor: Working with Users (73%), Informatics 2B - Algorithms, Data Structures, Learning (70%), Software Testing (89%), Computer Communications and Networks (87%)

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

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

WORK EXPERIENCE

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

- Demonstrated technical skills, carrying out the development of a BLE Android app to monitor an embedded system
- Enhanced individual project management and problem-solving skill
- Technologies used: Android Studio, Java

PROJECTS

Usability Study of iPhone X Side Button, *The Human Factor: Working with Users Course Project* JAN 2020 - MAY 2020

- Conducted research regarding the usability of iPhone X Side Button
- Planned research steps ahead
- Designed and conducted interviews and surveys
- Analysed research findings and conveyed them in report

Digital Photo Frame Design, *Human-Computer Interaction Coursework Project* SEP 2019 - NOV 2019

- Worked in a pair to design an interactive digital photo frame
- Conducted surveys regarding other group's work
- Technologies used: Figma

Approximate Consistent Query Answering Implementation, *Undergraduate Dissertation* SEP 2019 - JUN 2020

- Successfully implemented an algorithm to answer queries on inconsistent databases
- Optimised the implementation speed
- Evaluated the algorithm using quantitative approaches
- Technologies used: Python, PostgreSQL

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

- Worked in a group of 3 to develop a 3D adventure shooting game
- Designed game interaction elements
- Gameplay video: https://www.youtube.com/watch?v=SqT9jGA4_E8
- Technologies used: Unity, C#

POSITIONS OF RESPONSIBILITY

- **Hack the Burgh Hackathon volunteer - 2019:** Helped out monitoring the building and guiding attendees
- **Changeworks Volunteer- 2016-2019:** Helped with events such as talks and workshops

OTHER SKILLS

- **Programming Languages:** Python, Java, PostgreSQL
- **Development tools:** Unity, Matlab, Android Studio, Figma
- **Languages:** Native Mandarin, Beginner Korean, Beginner Japanese
- **IT:** MS Office Suite (Word, Excel, and PowerPoint)

REFERENCES

Available on request