

Wanjing Chen

Email: wanjingchencwj@gmail.com

EDUCATION

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

Modules include: Data Mining (77.8%), Information Retrieval (74.9%), Bayesian Decision and Risk Analysis, 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

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

- Platform maintenance and development
- Assist with the organisation of content management
- Review and improve the user experience on the Thomson Foundation online platforms.

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

Gamified Music Educational App, *Postgraduate Dissertation* **JUN 2020 - AUG 2020**

- Created a gamified ukulele learning app that aims to motivate users to keep learning ukulele
- Gamified song challenge was achieved by embedding the developed Unity visualisation into the Android app
- Conducted user evaluation twice to increase the usability of the app
- Demo video: <https://youtu.be/APM2M3K48fY>
- Technologies used: Android Studio, Unity, C#

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#

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

OTHER SKILLS

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