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**

Thoughtworks is a leading global technology consultancy that integrates strategy, design and software engineering to enable enterprises and technology disruptors across the globe to thrive as modern digital businesses.

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#

Deeper Blue, *Group Robotics Project*   **JAN 2019 - APR 2019**

- Worked in a group of 9 to develop an assistive chess robot
- Built the communication layer between the robot and the computer
- Technologies used: Python, LEGO EV3

OTHER SKILLS

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