

# Tony Jin

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## SUMMARY

Early career software engineer with experience in React, CSS, JAVA, and Python. Eager to further advance my career and make a significant impact. Always enthusiastic about learning new technologies and developing new skills.

## EXPERIENCE

### Frontend Developer, Contractor

Mar 2022 - Dec 2022

Fileread AI

Los Angeles, USA

- Develop front-end web components with React.JS.
- Worked in an Hybrid environment.
- Collaborate with a product manager and lead engineer to define requirements and ship features.

### Game Developer, Internship

Jun 2018 - Sep 2018

TOPGAME

- Designed, created and tested front-end game-play mechanics using Cocos Creator
- Brainstormed and implemented solutions with a multidisciplinary team
- Presented the core game-play mechanic for their next game

### Swarm Engineering Researcher

Jun 2013 - Dec 2015

Jisan Research Institute

Los Angeles, USA

- Led a Swarm Robotics research group responsible for using simulations to map the desired goal to an optimized strategy.
- Wrote simulation programs in C to loop a Linked List of agents and conducted research on designing swarm behaviors
- Published and presented “Utilizing Abstract Phase Spaces in Swarm Design and Validation.” at the Sixth International Conference on Swarm Intelligence.

## PROJECTS

### Website Development

Mar 2023 - now

TripleTen

- Using React.js, HTML, JavaScript, and CSS, created several static and interactive websites according to specifications.
- Programmed data handling functions with servers using API calls.
- Practiced web development skills in an Agile environment.

### Front-End Development

Mar 2022 - Dec 2022

Fileread AI

- With a team of developers, created the web client interface for the company.
- Implement a sticky header and bulk editing function for document tables.

### Pacman AI development

Jan 2022 - Mar 2022

CSE 140 Artificial Intelligence

- Using python, developed path-finding AI for a Pacman simulation
- Tested AI and its efficiency in completing various tasks
- Competed against other classmates in an in-class Pacman Tournament using AI

### Database Development

Aug 2021 - Dec 2021

CSE 180 Database Systems

- Using SQL, practiced operating and maintaining a database of conferences
- Practiced inputting and outputting from the database
- Practiced creating tests for database integrity

### Platform Game Design

Apr 2019 - Jun 2019

Game Design Experience, Game Development Experience

- Designed and programmed game levels, tile interactivity, and concept
- Utilized single tilesheet to create various levels inspired by retro RPG
- Designed, organized, and conducted playtests and iterated based on user feedback

## SKILLS

**Programming languages:** Java, HTML5, SQL, JavaScript(React.js & Vue.js), Python, C++, C, C#

**Tools:** Git, Shell, Latex, Phaser, Cocos Creator, Unity

**Soft Skills:** Teamwork, Communication, Time Management, Software Development, Testing

**Languages:** Fluent English and Chinese, Proficient Japanese, Basic Korean

## EDUCATION

### University of California, Santa Cruz

Mar 2022

BA, Computer Science

### TripleTen

Mar 2023 - now

Fullstack Engineering

## COURSEWORK

Comparative Programming Languages, Analysis of Algorithms, Database Systems, Artificial Intelligence, Game Development Experience, Game Design Experience, etc.