Tony Jin

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EXPERIENCE

Fileread AI — 2022 - now
Frontend Developer, Contractor — Los Angeles, USA
- Develop front-end web components with React.JS.
- Implement a sticky header and bulk editing function for a documents table.
- Collaborate with a product manager and lead engineer to define requirements and ship features.

TOPGAME — 2018
Game Developer, Internship — Beijing, China
- Designed, created and tested front-end game-play mechanics using Cocos Creator
- Created stages with semi-randomized enemies and power-ups
- Presented the core game-play mechanic for their next game

Jisan Research Institute — 2013 - 2015
Swarm Engineering Researcher — Los Angeles, USA
- Led a Swarm Robotics research group responsible for using swarm simulations to map the desired goal to a set of behaviors, castes, deployment schedules, and provably optimized strategies
- Wrote simulation programs in C to loop linkedlist of predefined swarm datatypes and update swarm behaviors
- Published and presented "Utilizing Abstract Phase Sphases in Swarm Design and Validation." at Second BRICS Congress on Computational Intelligence in Beijing

PROJECTS

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
- Brainstormed and implemented solutions with a multidisciplinary team

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

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

Website development — May 2020 - Aug 2020
CSE 183 Web Applications, Self Study
- Self taught web development using Pyforweb and Vue.js by online videos of the Web Application Course
- Created both static websites and interactive websites

SKILLS

Programming languages: Python, C++, C, Java, HTML, JavaScript(React.js & Vue.js)

Miscellaneous: SQL, Git, Shell, Latex, Phaser, Cocos Creator, Unity

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

EDUCATION

University of California, Santa Cruz — Mar 2022
BA, Computer Science

COURSEWORK

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