

# Tony Jin

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## SUMMARY

Early career software engineer with experience in React, CSS, JAVA, and Python. Looking to further advance my career at Property Matrix and make bigger impacts. Always enthusiastic about learning new technologies and developing new skills.

## EXPERIENCE

### Fileread AI

Frontend Developer, Contractor

2022 - now  
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

Game Developer, Internship

2018

- 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

Swarm Engineering Researcher

2013 - 2015  
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.

## 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.