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 and make a big impact. Always enthusiastic about learning new technologies and developing new skills.

EXPERIENCE

Fileread AI   Mar 2022 - Dec 2022
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   Jun 2018 - Sep 2018
Game Developer, Internship
- 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   Jun 2013 - Dec 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 conducted research on designing 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   Mar 2023 - now
TripleTen
- Using React.js, HTML, JavaScript, and CSS, created static and interactive websites according to specifications.
- Sent, received, and parsed data to and from Servers using API calls.
- Practiced web development skills in an Agile environment.

SKILLS

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

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

Other Skills: Teamwork, Communication, Time Management, Modifying Software, Coding, Developing, and Testing software

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.