

Wenduo Ji
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Skills Summary:

- Java, JavaScript, C, C#, C++, Python, React, AWS, Django, SQL, Jenkins, Maven, Git, Shell Script, Firebase Realtime Database, Unity 2D, Game Development, Unit Testing, OOP
- Outstanding teamwork skills and able to adapt to new situations quickly
- Enthusiastic, motivated, and interested in problem-solving
- Able to communicate fluently in English and Mandarin

Education:

Candidate, Honors Bachelor of Science,
University of Toronto

Sept. 2021 – Anticipated 2024
GPA 3.88

Work Experiences:

Independent Game Developer,

June. 2019 – Present

Little Mountain Studio, Toronto, ON

Link: <https://play.google.com/store/apps/details?id=com.littlemountainstudio.galaxyrunner>

- Created game projects using **C#** and **Unity** that are currently available on the App Store and Google Play with over 1000 downloads
- Developed self-directed learning and problem-solving skills to help overcome challenging obstacles during production
- Managed a team of 5 designers and engineers by delegating and assigning new tasks every week
- Created promotional campaigns through Facebook Ads Manager which led to a 120% increase in downloads and attraction

Store Associate,

July. 2021 – Aug. 2021

YoTea Canada, Toronto, ON

- Demonstrated strong customer service commitment (smiling, offering a friendly greeting, learning customers' names and orders) in each interaction
- Actively listened to customers by remaining present and working in assigned positions to build customer confidence and deliver exceptional experiences
- Proudly developed expertise in making over 36 different drinks while diligently maintaining equipment and the store environment

Projects:

Personal Website,

Dec. 2022 – Jan. 2023

Canada, Toronto, ON

Link: <https://jackyji-hub.github.io/Wenduo-Website/>

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Sports Venue Scheduling Application,

July. 2022 – Aug. 2022

University of Toronto, Toronto, ON

GitHub Repo: https://github.com/Aarin06/CSCB07_Project

- Produced a sports venue scheduling application in **Android Studio** using **Java** that is integrated with **Firebase Realtime Database** to store user/admin logins, venue and events available, and customer enrollments
- Utilized **scrum framework** during development and held daily standups to address any known issues
- Employed **SOLID design principles** and various design patterns to maximize code reusability and allow for a more straightforward implementation of new features
- Continuous involvement in code reviews, pull requests, and unit/integration testing on a day-to-day basis

Game Jam,

Dec. 2020 – Jan. 2021

32-bit Holiday Jam - itch.io

Link: <https://popcorncaptain.itch.io/christmasdelivery>

- In a 2 week time-constrained fast-paced environment, our team was able to plan, analyze, design, implement, and test our game using **Unity** and **C#** to deliver a polished final product to the game jam
- Quickly picked up valuable skills during production such as asset designing and music production
- Constructed unit/integration tests that achieved maximum coverage which ensured that our game project had minimal defects