Jingyu Chen

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Summary

Motivated Computer Science graduate with a strong foundation in programming, data structures, machine learning and algorithms. Extensive knowledge and experience in project development within an agile development environment. Eager to apply knowledge and technical skills to contribute to innovative software development. Adept at problem-solving and team collaboration, with a passion for learning and keeping up-to-date with emerging technologies. Excited to join a dynamic team where I can make a meaningful impact while continuing to grow as a software developer.

Skills

Languages: Java, Python, JavaScript, C

Front End: HTML5, CSS3(SASS)
DB: PostgreSQL, MySQL

Framework: React, NodeJS, Spring Boot

Tools: Git, Agile, CI/CD, Gradle/Maven, Jenkins, Sigma

Education

2020.02 - 2023.07 The University of Sydney

Degree: Bachelor of Computing

Major: Computer Science

Minor: Computational Data Science

Project Experience

Pool Table Game - https://github.com/JingyuChen0116/Pool_Table_Game

- Built an innovative pool table game with a physics engine for realistic ball movements, incorporating principles like collision detection and response. This attention to detail provided players with an authentic game experience.
- Leveraged Object-Oriented Programming(**OOP**) to architect the game's structure, breaking it down into manageable, reusable components.
- Integrated multiple **design patterns**, such as Factory Method and Builder Pattern, enhancing code readability and extensibility.
- Conducted extensive **testing** and **debugging**, identifying and resolving issues to guarantee a smooth and error-free gaming experience.

User Authentication and Authorisation - https://github.com/JingyuChen0116/User_Authentication

- Developed a user authentication system using JavaScript with NodeJS
- Integrated **JSON Server** to serve as a lightweight backend for user data storage, using encryption to secure user password.

- Implemented token-based authentication using JSON Web Tokens(JWT).
- Created a secure session management system by implementing token refresh mechanisms and setting token expiration.

TopSocial - https://cool-clafoutis-28698c.netlify.app/, https://github.com/JingyuChen0116/topsocial

- Developed a front-end social web page using the **Vite** build tool to enhance the web page's loading speed.
- Utilised HTML, CSS(SASS) and JavaScript to craft a visually appealing design.

Virtual Keyboard

- Developed a virtual keyboard for people who experienced difficulties using traditional input systems, such as patients suffering from motor neuron diseases.
- Collaborated on the conceptualisation and prototyping of a binary tree keyboard layout, increasing the speed of user inputs.
- Successfully implemented a Pygame-based user interface, enhancing user experience.
- Seamlessly integrated a classification model with the user interface.

Waka Waka - https://github.com/JingyuChen0116/Waka-Waka

- Built a game prototype using **Java** from the ground up, emphasising the principles of Object-Oriented Programming (**OOP**)
- Designed and implemented various game mechanisms, including character movement, interactions with in-game objects.
- Conducted extensive Junit testing to identify and resolve bugs and gameplay issues, utilising OOP's modularity to isolate and address issues in a systematic manner.

Work Experience

Ice Kirin Bar, Sydney 12.2020 - present Sales Associate

Description: As a sales associate at Ice Kirin Bar, I played a crucial role in ensuring a delightful and memorable customer experience while honing my skills in customer relations.

Responsibilities and accomplishments:

- Problem-Solving: dealt with challenging situations diplomatically, finding solutions to customer issues and ensuring their satisfaction.
- Team Collaboration: worked closely with fellow team members; assisted in training new employees, helping them acclimate to their roles and responsibilities.
- Multi-Tasking: efficiently handled multiple tasks while maintaining a high level of service quality.
- Time Management: effectively managed my time to balance multiple tasks; communicated task priorities and deadlines with team members to ensure a smooth operation.