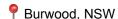
Janna Chen









Summary

Motivated Computer Science graduate, achieved distinction in uni, with a strong foundation in programming, data structures and algorithms. Extensive full stack knowledge and experience in project development within an agile development environment, with proficiency in Python, Java, and JavaScript, and a track record of successfully developing 5 projects. 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.

Project and Work Experience

Pool Table Game



An innovative pool table game with a physics engine for realistic ball movements based on Java.

- Physics-Enhanced Game Realism: Incorporated physical principles like collision detection and response, provided players with an authentic game experience.
- OOP-Driven Game Structure: Leveraged Object-Oriented Programming (OOP) to architect the game's structure, breaking it down in to manageable, reusable components.
- Code Optimisation: Integrated multiple design patterns, such as Factory Method and Builder Pattern, enhancing code readability and extensibility.

User Authentication and Authorisation Module



Designed to fortify user authentication and authorisation in Node.is, this versatile system is tailored for diverse applications.

- Secure Data Storage: Integrated a lightweight JSON Server backend with robust password **encryption** to ensure secure user data storage.
- Token-Based Authentication: Implemented token-based authentication using JSON Web Tokens(JWT) for enhanced security and user verification.
- Session Management: Created a highly secure session management system with token refresh mechanisms and well-defined token expiration settings for optimal user experience and data protection.

TopSocial http://





A front-end social web page that prioritises the creation of an intuitive and visually appealing user interface.

- Optimising Webpage Performance: Utilised Vite build tool to enhance the webpage's loading
- Aesthetic UI Implementation: Employed HTML, CSS(Sass), and JavaScript to craft a visually captivating design.

Virtual Keyboard

A virtual keyboard based on **Python**, designed for people who experienced difficulties using traditional input systems, such as patients suffering from motor neuron diseases.

- **Innovative Keyborad Layout**: Collaborated on the conceptualisation and prototyping of a binary tree keyboard layout to significantly boost user input speed.
- **UX Enhancement:** Successfully implemented a **Pygame**-based user interface to elevate the overall user experience.
- **Efficient Integration of Classification Model**: Seamlessly integrated a classification model with the user interface for enhanced functionality and performance.

Waka Waka 🚺

Innovatively developed a Java-based game prototype from scratch.

- OOP-Centric: Centered around the core principles of Object-Oriented Programming (OOP).
- Game Mechanism Implementation: Designed and implemented various game mechanisms, including character movements, interactions with in-game objects.
- Rigorous Testing: Conducted extensive JUnit testing, leveraging the modularity of OOP to systematically identify and address issues.

Ice Kirin Bar, Sydney 12.2020 - present Sales Associate

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.

- **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.

Education

2020.02 - 2023.07 **The University of Sydney** Degree: Bachelor of Computing

Major: Computer Science Minor: Computational Data Science

Skills

Languages: Java, Python, JavaScript, C Framework: React, NodeJS, Spring Boot
Front End: HTML5, CSS3(SASS) Tools: Git, Agile, Gradle/Maven, Jenkins

DB: PostgreSQL, MySQL

References

References available upon request