Justin Jia

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Education

Northwestern University – McCormick School of Engineering   Evanston, Illinois
Bachelor of Sciences in **Computer Science**   Anticipated June 2023
Cumulative GPA: 3.46/4.00

Coursework

- Introduction to Computer Engineering, Fundamentals of Computer System Software, Data Structures and Algorithms, Machine Learning, Computer Systems, AI and Experimental Narratives, Design Thinking and Communication, Microprocessor System Design, Computer Game Design and Development, Mathematical Foundations of Computer Science, Introduction to Web Development, Programming Languages, Technology and Human Interaction, Human-Computer Interaction Studio, Intro to Artificial Intelligence, Design and Analysis of Algorithms

Skills

- **Programming Languages**: Experience in Python, C, C++, C#, CSS, HTML, SQL, JavaScript, Assembly, Java, Unity, and Dr. Racket
- **Software Tools**: Experience in SolidWorks, MATLAB, LaTeX, Microsoft Office (Excel, PowerPoint, Word), Figma
- **Languages**: Native Proficiency in English, Limited Working Proficiency in Mandarin Chinese.

Work Experience

Technological Innovations for Inclusive Learning & Teaching (TIILT Lab), Evanston, IL
Undergraduate Research Assistant   *May 2021-Oct 2021*
- Coordinated and led Minecraft Club events (10+ students) interacting and playing with different worlds
- Created Minecraft Olympics maps to assist children in improving coordination and spatial reasoning skills
- Developed Minecraft escape rooms with puzzles utilizing a player's critical thinking and problem-solving abilities

Projects

Design, Thinking, and Communication Winter 2020, Evanston, IL
Project Manager   *Dec 2019-Mar 2020*
- Collaborated in team of 4 to develop a device to help individuals with motor disabilities easily see workspace area
- Mocked up low-fidelity and high-fidelity prototypes, using 2 mirrors to redirect user's line of sight downwards
- Organized meetings with client to collect and analyze feedback at each iteration to better understand user needs

Microprocessor System Design – Piano Tutorial, Evanston, IL
Developer   *Sept 2021-Dec 2021*
- Created device designed to teach people how to play simple excerpts of music using a toy piano and Micro Bit
- Developed code required to recognize specific keys being played and display correct music notes on Micro Bit
- Responsible for configuring app timers and syncing audio from the Micro Bit to the key being pressed

Community Involvement

Northwestern University Formula Racing Club
Software Sub-Team UI/UX Designer   *August 2022-Present*
- Designed a high-fidelity prototype the car's dashboard for the 2022-2023 development cycle utilizing Figma
- Collected feedback during design reviews and user testing sessions to improve user experience of the dashboard