Yiwei Chen

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EDUCATION

Rensselaer Polytechnic Institute (RPI)   Troy, NY   May 2020

B.S in Computer Science

Related Coursework: Machine Learning, Introduction to Algorithm, Computer Organization, Foundation of computer Science Principle of Software, Data Structure, Programming Languages, Intro to AI, Operating Systems.

EXPERIENCE

OPRA Undergraduate Researcher   Rensselaer, Troy, NY   Fall 2019

- Write JavaScript, HTML and Python to implement and design various UI and algorithms for ranking aggregation to collect group decisions.
- Responsible for website maintenance as well as updates.
- The developer of the mentor application system of RPI computer science department, which assigns applicants according to their priorities and features using matching algorithms.

Team Programmer   Tencent Games, NEXT Studio   Summer 2018
                                     Shanghai, China

- Utilized Apache Maven to develop a Jenkins plugin, which has the functionality to configure customizable email notifications of Jenkins task progress and build result through TOF internet protocol.
- Worked on a team to design and implemented plugins for game automation testing on Jenkins servers to improve overall game performance and reduce game loading time.
- Developed and updated a UE4 automation testing plugin that records user's input and replays the game with the data in the same frame rate.
- Wrote functional tests which record CPU and GPU usage, frame rate and memory for multiple game projects during running.
- Studied and analyzed technique of UE4 animation motion matching to create a smooth and natural animation transition in game.

Independent UE4 Game Project   Rensselaer, Troy, NY   2016 - 2017

- Utilized C++ to implement several third person shooting game features and upgrade systems.
- Created a large amount of character models and environmental resources using Blender.
- Applied a self-written toon shader on those 3D models and created a anime-like art style in game.

SKILLS

Programming

Efficient programming skills of C++.

Programming skills includes Java, Python, C#, C, Prolog, Scheme, Javascript,

Softwares

Experience of Django, UE4, Jenkins, Blender, Zbrush, Unity, Puredata and chuck.

HONORS AND AWARDS

FIRST Tech Challenge Robotic Asia Pacific FTC Invitational Champion.	2014, Australia
FIRST Lego League silver medal.	2013, Shanghai China
FIRST Lego League bronze medal.	2013, Shanghai China