

Shen Jin

2B Honors Computer Science
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shenjin.github.io

(416)-262-7782

119 Michelle Dr., Woodbridge ON, L4L 9N3

LIST OF QUALIFICATIONS

- Strong understanding of object-oriented fundamentals such as polymorphism
- Knowledge of system modelling concepts and design patterns using UML
- Able to analyze algorithms implemented with various data structures
- Solid grasp on sequential programming involving compilation of high-level, low-level, and assembly code

COMPUTER SKILLS

- C, C++, Java, Bash, Python, HTML5, CSS3, Javascript, jQuery, libGDX, Scheme
- Eclipse, Xcode, VisualStudio, Jira, DDMS, Photoshop, Illustrator, Dreamweaver
- Assembly (MIPS), Vim, version control (git/svn), adb, Latex

WORK EXPERIENCE

Zynga (QA/SEIT)

April 2014 – August 2014

- Identified and logged bugs on various builds. Regressed issues through Jira
- Made assets, mock-ups, and specs for new features that shipped live
- Rewrote and redesigned the HTML support pages for various apps
- Created, improved, and completed test plans for various projects
- Communicated issues in daily team scrums that facilitate group effectiveness

RELEVANT PROJECTS



Personal Website: Git, HTML5, CSS3, jQuery, and Javascript

January 2015

- Used git to host website and made updates through terminal
- Built website from scratch, using jQuery for transitions
- Utilized Javascript and CSS to position various elements accordingly



Minion Mash: Java and libGDX

October 2014

- Created pixel art animations, custom backgrounds, and other assets that were inspired from my favourite games (League of Legends, and Pokemon)
- Utilized polymorphic vectors to implement projectiles and enemies



Corners: Java and libGDX

October 2014

- A simple memory game which utilized a random sequence generator to display patterns that the user must match
- Learned how to implement dynamic difficulty as user progresses
- Implemented sound created using bfxr



Double Flap: Java and libGDX

July 2014

- Created an original adaptation of the popular Flappy Bird game
- Implemented sprite sheets and pixel art through photoshop
- First full project utilizing object oriented concepts like encapsulation

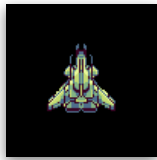
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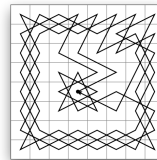
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Game Development Project: Turing

January 2014

- Used Turing to create an arcade style game that implemented modularization
- Integrated gif, jpg, mp3 files and GUI features in the program
- Used Photoshop to design and create unique pictures for my game



Knight's Tour: Racket/Scheme

January 2014

- Algorithm that ensures the Knight on a traditional chess board will visit every square once
- Implemented Warnsdorff's Rule, an algorithm to increase efficiency
- Used graph theory create a method to solve a board of any size

UW-API: Racket/Scheme

January 2014

- Developed a method that outputs all rooms not in use in a campus building
- Created a function that displays a students schedule and course related data
- Designed a process that lists the campus food in order of lowest fat content

LEADERSHIP EXPERIENCE

University of Waterloo Math Society representative

September 2014 –

- Elected computer science representative for Math SOC fall 2A term

Math orientation developer

September 2014 –

- Helped organize first year frosh week for 2014 students

Computer Science Club

January 2014 –

- Member of CSC, volunteers frequently on club events

EDUCATION

University of Waterloo

September 2013 –

- Honours Computer Science (2B term)
 - Business Option
 - Combinatorics and Optimization minor
 - Statistics minor
- President's Scholarship