Shen Jin

shenjin.github.io

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Honors Computer Science (3A term)

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WORK EXPERIENCE

Genesys (Front End Developer)   **April 2015 – August 2015**
- Contributed to internal Ark framework written in Angular
- Created unit and end to end tests with Karma and Protractor
- Released a new Ark module Ark Graphs featuring widgets using D3
- Upgraded Ark to newer versions of Angular, and removed jQuery
- Used Grunt, npm, and Bower to maintain dependencies and create builds

Zynga (QA/SEIT)   **April 2014 – August 2014**
- Identified, investigated, and logged bugs through jira
- Helped dev team with UI implementation of various assets
- Made mock-ups and specs for new features and updates for games
- Performed regression tests on new builds, created tests for new features

COMPUTER SKILLS

- Languages and Frameworks:
  - HTML5, CSS3, Javascript, jQuery, D3, D3-tip, Bootstrap, Angular, C, C++, Java
- Tools:
  - Grunt, npm, Bower, SourceTree, Sublime, Vim, Xcode, Eclipse, Terminal

RELEVANT PROJECTS

Personal Website: Angular update and D3   **July 2015**
- Rebuilt website based on Angular. Created build process using Grunt
- Used D3 for graph visualization and D3-tip for tooltips
- Utilized Bootstrap to make it mobile friendly

Personal Website: HTML5, CSS3, jQurey, and Javascript   **October 2014**
- Website to consolidate information about me
- 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 games I've played.
- Available on android app store

Double Flap: Java and libGDX   **July 2014**
- Created an original adaptation of the popular Flappy Bird game
- Implemented sprite sheets and pixel art though the use of photoshop
- First full project utilizing object oriented concepts like encapsulation

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