

Jennifer Ai

Boston, MA

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Education

Northeastern University

Sep. 2016 - May 2020

B.S. IN COMPUTER SCIENCE AND GAME DEVELOPMENT

Skills

Languages: Go, SQL, C#, Java, C, C++, Flutter, React, Firebase, JSON, Python, , JavaScript, HTML, CSS, Bash, ~~TeX~~
Engines & API: Unity, Unreal, GameMaker Studio, OpenGL, WebGL
Tools: Git, Jira, Confluence, ChurnZero, Datadog, Jenkins, Vagrant, Docker, DBeaver, Postman, Splunk, Microsoft Suite

Experience

Guardicore

Oct 2020 - Present

CUSTOMER SUCCESS ENGINEER

- Responsible for understanding customer requirements, implementing and on-boarding new customers, conducting product training, driving adoption and ensuring ongoing satisfaction and retention
- Implemented SQL queries for customers to detect non-compliant assets and reduce potential endpoint security risk by setting policies to block malicious traffic
- Collaborated remotely with global teams to deliver feature requests and perform experiments in lab environments to better troubleshoot and improve the product

Warner Bros. Games Boston

May 2019 - Sep. 2019

MOBILE PLATFORM FULL STACK ENGINEER INTERN

Game of Thrones: Conquest

- Built gameplay features from server to client end and pushed it into the production environment using GoLang and C#
- Implemented memory optimization bug fixes on server side to improve the game's performance
- Added analytics events for stats and conducted an overview to remove duplicate events between server and client side

Warner Bros. Games Boston

July 2018 - Dec. 2018

MOBILE PLATFORM SERVER ENGINEER CO-OP

Game of Thrones: Conquest

- Implemented gameplay features based upon design or analytics specifications on a Kanban team
- Developed a new service based on legacy services in the microservices architecture for players to sync up stats during login
- Updated the database to create stats using PostgreSQL and fixed live issues with the client and QA team

Projects

Nekromanteia

Sep. 2019 - May 2020

UNITY, C#

- Capstone project for an isometric 2D stealth game where the player must overcome obstacles with necromancy powers
- Implemented the user interface, player powers, vision detection and level gameplay

meetNEU

Jan. 2020 - April 2020

FLUTTER, FIREBASE

- Mobile app for quality of life improvements to contact group members and set up meeting locations for Northeastern students
- Developed the backend login and registration feature along with title, date & time, location and member setup

Slice!

Feb. 2019 - April 2019

UNITY, C#, HOLOLENS

- Demo AR game for the Microsoft Hololens showcased at PAX East 2019 under Northeastern University representation
- Developed the gameplay, spawning system, and interaction system, such as gesture matching and gaze stabilizer