

# Jennifer Ai

Boston, MA

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## Education

### Northeastern University

Sep. 2016 - May 2020 (Expected)

B.S. IN COMPUTER SCIENCE AND GAME DEVELOPMENT

Coursework: Computer Graphics, Algorithms and Data, Game Programming, Programming in C++, Computer Systems Object Oriented Design, Discrete Structures, Game Research Methods, Logic and Computation

Awards: AP International Diploma, AP Scholar with Distinction

Activities: Game Development Club, NU Women in Tech, NU Toyz

## Skills

Languages: Go, Java, C, C++, C#, JSON, Python, PostgreSQL, JavaScript, HTML, CSS, Bash, LaTeX, GML, Racket

Engines & API: Unity, GameMaker Studio, OpenGL, WebGL

Tools: Git, SourceTree, SDL2, Vagrant, Docker, DBeaver, Postman, Splunk, Datadog, GDB, JUnit, Microsoft Office

Systems: Windows XP/Vista/7/8/10, Ubuntu Linux, Mac OS X

## Experience

### Northeastern University - College of Arts, Media, and Design

Feb. 2018 - Present

VR & AR COMPUTER LAB ASSISTANT

- Monitor playtesting sessions led by capstone students and contribute in the research for remote learning via AR technology
- Install VR and AR equipment for live demonstrations and for students to conduct game, journalistic, and architectural research
- Troubleshoot and document technical issues for the Oculus Rift, HTC Vive, Microsoft Hololens, and Magic Leap

### 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

### Slice!

Feb. 2019 - Present

UNITY, C#, HOLOLENS

- Slash the fruits thrown at you with the associating gestures to create maximum chaos
- 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

### Safeguard

Jan. 2018 - April 2018

UNITY, C#, GIT

- Humanity lives on the back of a turtle who is slowly dying due to pollution and it is up to your team to protect the environment
- Turn-based strategy game with an environmentalism theme featuring resource gathering, building, and depolluting mechanics
- Developed gameplay and user interface on a Scrum team of 5

### Hero's Arena

Jan. 2018 - April 2018

UNITY, C#, GIT

- Select 3 heroes to join your team and defeat the opponent's captain with your team's unique set of skills
- PvP turn-based tactical combat game where players must utilize strategy and positioning to take out the opposing captain
- Implemented battle map, hero selection menu, and user interface on a team of 4