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, PostgresSQL, 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 contributed 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 Internship   *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 PostgresSQL 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

Fluent in Mandarin | Interests: PC Building, Mechanical Keyboards, Bubble Tea, Hyper Light Drifter