

Jennifer Ai

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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, 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, Valgrind

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

Experience

Northeastern University - College of Arts, Media, and Design

Feb. 2018 - Present

USABILITY LAB ASSISTANT

- Monitored playtesting sessions led by capstone students and contributed in the research for remote learning via AR technology
- Installed VR and AR equipment for live demonstrations and for students to conduct game, journalistic, and architectural research
- Troubleshooted and documented technical issues for the Oculus Rift, HTC Vive, Microsoft Hololens, and Magic Leap

Warner Bros. Games Boston

July 2018 - Dec. 2018

MOBILE PLATFORM SERVER ENGINEER CO-OP

- Worked on *Game of Thrones: Conquest*, a mobile MMO strategy game where players rise in power in order to claim the Iron Throne
- Implemented gameplay features based upon design or analytics specifications on a Kanban team of 8 using GoLang and C#
- Developed a new service based on legacy services in the production environment for players to sync up stats during login

Northeastern University - Khoury College of Computer and Information Science

Sep. 2017 - June 2018

TEACHING ASSISTANT FOR FUNDAMENTALS OF COMPUTER SCIENCE

- Held open office hours for 300 students to seek assistance for 2 hours every week on relevant coursework
- Aided weekly labs with teaching assistants and tutored for 30 students to review course material
- Provided constructive feedback for 20 students' assignments and exams

Projects

Slice!

Feb. 2019 - Present

UNITY, C#, HOLOLENS

- Slash the fruits thrown at you with the associating gestures to create maximum chaos
- Sample AR game for the Microsoft Hololens to be 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 graphical 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 graphical user interface on a team of 4