

Anne Jiao

Burnaby, BC

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TECHNICAL SKILLS

- **Programming languages:** Python, C/C++, C#, HTML/CSS, JavaScript
- **Software/Frameworks:** Visual Studio Code, Figma, Unity, MatLab, Jupyter, GitHub, MS Office, Canva, Davinci Resolve, Idle, Replit, Photoshop, Premier Pro
- **Operating Systems:** Windows, Mac, IOS, Linux

WORK EXPERIENCE

Data Analyst, Clean Technology

(June 2023 - October 2023)

M2M Tech, Remote

- Used python to create Jupyter notebooks that demonstrate various concepts of machine learning and data analysis: sentiment analysis, data visualization, k-means clustering, logistic regression, time series forecasting and random forests
- Applied nlp, numpy, seaborn, scikit-learn, pandas and vader libraries
- Collaborated with teammates to review each others notebooks

Design Intern

(July 2022 - Aug 2022)

Game of Apps, Remote

- Designed social media branding elements using Figma and adjusted designs based on team feedback, strengthening the company's image and aesthetic
- Collaborated with team members to make promotional videos by brainstorming and following project pipelines, resulting in relevant social media content that aligned with company values
- Analyzed the company's social media presence by reviewing trends on each site to create a tailored social media revival plan

TECHNICAL PROJECTS

Turning a New Leaf

(Oct 2023)

Fall Hacks 2023 Hackathon, Simon Fraser University

- Led the creative direction for my hackathon team, ensuring a consistent aesthetic and user experience for our Unity video game
- Designed and produced assets, including backgrounds, menus, and UI sprites.
- Demonstrated adaptability and time management skills by creating assets on a tight schedule

Sea Slingers

(June 2023 - August 2023)

Personal Project, Unity

- Developed a two player fighting game in Unity
- Implemented character movement, character selection, powerups, menu screens, sound effects and life system
- Drew character sprites, UI text, level backgrounds and menus

Birthday Lookup System

(Jan 2023 - April 2023)

CMPT 125, Simon Fraser University

- Developed a birthday lookup system in C++ using Visual Studio Code, employing a binary search tree and linked lists to manage and retrieve celebrity birthdays
- Applied object-oriented programming principles to create a file storage system for saving new birthday files, enabling easy data management
- Demonstrated proficiency in dynamic memory allocation to efficiently manage memory for birthday entries, ensuring a robust and memory leak-free application

Blackfoot Language Learner

(Sept 2022 - Dec 2022)

CMPT 120, Simon Fraser University

- Collaborated with a partner to make a Python-based language learner game for the Indigenous language, Blackfoot, using Replit
- Designed an interactive interface with image and audio integration to enhance language comprehension
- Developed a dynamic counting minigame with random image generation, promoting engagement through visuals and interactivity

Crumbs Video Game

(March 2021)

March Break Game Jam, Pixel Pad

- Developed a 5-level platformer game using Python in the PixelPad game engine
- Designed/drew 2D art assets, such as character sprites, level layouts, menus, story panels and environments
- Implemented character movement, character shooting, enemy attacks and obstacle mechanics
- Received “Best Story” award for PixelPad’s 2021 March Break Game Jam

VOLUNTEERING

Summer Coding Camp Volunteer

(July 2023)

Code Initiative, University of British Columbia

- Volunteered at girls coding and science summer camp
- Ensured students felt included and engaged in learning material by actively listening to their interests and adjusting to their needs and comfort level

Book Buddy

(April 2021 - May 2021)

Memorial Library, West Vancouver

- Built confidence in their reading skills by engaging the children in literacy games and reading with them
- Created a supportive environment such that children felt comfortable expressing themselves, resulting in a positive attitude towards learning

EDUCATION

- Simon Fraser University, Bachelor of Science, Major in Computing Science (Started in Sept 2022)