# Yi Chen

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## **Education**

University of Southern California, Los Angeles, CA, United States	May 2023
Master of Science in Computer Science – Game Development	GPA:/4.0
University of Michigan, Ann Arbor, MI, United States	May 2021
Bachelor of Science in Computer Science, History	GPA:3.7/4.0

# **Working Experience**

## MARS Global Service - Information Services, Guangzhou, China

Jun. 2020 – Aug. 2020

- Participated in two critical projects: IoT+5G Intelligent Workplace, Flexible Working on WeChat Work.
- Communicated with stakeholders and solution providers to improve both projects in an agile pattern.
- Designed interactive deliverables such as games and short videos to promote both projects, which received many positive feedbacks.
  - Compiled an equipment handbook to guide future implementation of Intelligent Workplace in other sites.
  - Solidified and advertised the management regulations of WeChat Work to other departments in MARS.

# **Project Experience**

#### Polaroid by P0tato Studio – A puzzle solving game (Unity, C#)

- The capstone project developed with a team of six and a student musician at the University of Michigan.
- Applied agile development pattern. Provided deliverable each week according to the playtest feedbacks.
- Designed and implemented most of the in-game UIs, such as the title menu, the camera switching animation, the pausing menu, button easing effects, sound effects, camera post-processing effect, and the subtitles.
- Implemented critical components and functionalities, including the player movement, the control schema, and the picture deletion feature.
- Responsible for the game's publication and the communication with the players. Created and maintained an itch.io page for the game: Polaroid by p0tatostudio (itch.io)
  - The game was publicly voted as the 6<sup>th</sup> best game of the class, out of more than 20 games.

#### Pandas - Open-Source Data Analysis Tool in Python (Python)

- Contributed a pull request to pandas via GitHub with a teammate.
- Fixed a bug related to the parsing of SQL query in the DataFrame object constructor. This bug will lead to the newly created DataFram object have wrong column names that do not match the input query.
- Applied the principles of software engineering during the contribution process, such as risk and interest measurement, the proper communication between developers, and the readability and maintainability of codes.
- Link to the issue: <u>BUG: DataFrame from sqlalchemy 1.4 `Query` missing column headers · Issue</u> #40682 · pandas-dev/pandas · GitHub

#### Single-page Web Forum (HTML, CSS, JavaScript, Vue.js, Node.js, MongoDB)

- Designed and implemented a game forum with backend APIs to manipulate the data with a team of four.
- Provided comprehensive functionalities such as creating account, making new posts, and filtering contents. All data is processed by REST APIs and stored in the backend MongoDB Atlas database.
- Applied advanced user experience (UX) design principles; collected and analyzed feedbacks from users to improve usability and user interface, making the forum user-centered.

### Research

- -War and Occupation Dataset Research Assistant, Ann Arbor, MI, U.S.
- Sept. 2019 May. 2020
- A research guided by Dr. Anthony Marcum in University of Michigan and funded by UROP.
- Related fields including history, political science, sociology, and international relations.
- Analyzed data from primary sources to build a comprehensive understanding on those conflicts.
- Collected data and notes will be used by Dr. Marcum for his book in the future.

## **Skills**

- C++, Unity, C#, SQL, MongoDB, JavaScript, html, css, Vue.js, Python, MATLAB
- Fluent English, Chinese Mandarin, and Cantonese in reading, speaking, listening, writing.
- Fluent Japanese in reading, speaking, listening. (JLPT Level 1/N1: Passed in 2018)

# **Other Experience**

JASSO Scholarship – Summer Session of Waseda University; Tokyo, Japan

Jun. 2017 - Jul. 2017

- Received the JASSO Scholarship of 80,000 JPY for outstanding academic ability.