

JANET CHEN

Languages: Java, HTML, CSS*, C, C++, C#*, Scheme (derivative)

*currently learning

Technologies: IntelliJ, Xcode, Unity, Visual Studio, Github, AWS, Plastic SCM

RELEVANT EXPERIENCE

UBC Studios, Emerging Media Developer

May - Aug 2017

- Developing new education and research tools with technologies such as **photogrammetry**, **photospheres** and **videospheres**
- Designing Emerging Media Lab **WordPress** website with **Pixlr** and **CSS**
- Writing technical support documents

AMS Game Dev Association, VR Co-founder & Outreach Director

Jan 2017 - Present

- Created the most active **virtual/augmented/mixed reality** working group on campus for student developers and artists to develop educational tools for faculty and staff
- Develop with **Unity** in **C#** for **HTC Vive**, **Google Cardboard** and **Daydream**, and **Microsoft HoloLens** in collaboration with UBC Studios
- Coordinated 10 projects in 4 months

GIRLsmarts4tech, HTML & CSS Mentor | **Ladies Learning Code**, Mentor | **BC Game Jam**, Volunteer

UBC Yoga Club, Administrative Webmaster | **Vancouver Startup Week**, Events Volunteer

SELECT PROJECTS

Geography Research Project, VR Field Trip

Feb 2017 - Ongoing

- Created an interactive boombox for the Geography department's VR Stanley Park field trip (on the **HTC Vive**) using **Agile** development process
- Developed an audio manager to register button presses and call functions in **Unity** and **C#** with the **VRTK API** and **UnityVR**

Amazon Skill: The Golden Quest, voice-input game (thegoldenquest.net)

Mar 2017

- Developed an Choose Your Own Adventure voice-input game for the **Alexa Skills Kit** with the **Amazon Echo** at **nwHacks 2017**
- Implemented with **alexa-sdk**; used **AWS** for deployment and **Github** for version control

EDUCATION

University of British Columbia

Expected: May 2020

Candidate for Bachelor of Arts: Computer Science major & Economics minor