JIAYIN CHEN

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Skills

TECHNICAL

Proficient: Java, Javascript, Python

Intermediate: C, HTML/CSS, mySQL,

Basic: Bash, MIPS Assembler

LANGUAGES

Fluent English, French and Mandarin

Education

McGill University

B.S. Computer Science 2018

Minor in Economics

Relevant Courses: Software Systems, Software Design, Programming Languages and Paradigms, Algorithms and Data Structures, Computer Systems,

École Polytechnique Fédérale de Lausanne (EPFL)

Student Exchange Computer Science

Relevant courses: Operating Systems, Database Systems, Computer Graphics, Visual Computing

Projects

Procedural Terrain   2017

Generated a height map for a terrain using fractal Brownian Motion

Implemented a weighted blending of the rendered texture

Used Bezier curves to smooth the control of the camera path to explore the terrain

Comic Database Interface   2017

Planned and designed the Entity-Relationship Diagram

Cleaned the CSV files using Python, created new tables, imported cleaned data into Oracle

Created an interface using PHP and wrote predefined queries using MySQL.

Interactive Board Game using Processing   2017

Used image processing, augmented reality and 3D printing to create an interactive board game that consists of tilting a lego board in front of the camera to move the virtual ball to hit obstacles to collect points.

Implemented blob detection function

Snek (updated Snake game)   2017

Implemented snake body, food and skin objects to access and store data

Implemented a draw function that updates the snake's head and body position on the canvas

Created alert messages that appear on the screen for a short amount of time

Programmed and debugged a functional game without any use of API in 12 hours

Parser, Evaluator for a WML inspired language   2016

Implemented a parser function that take in a string and store the tokens in a tree-like object

Implemented an evaluator function that take in the root node of a tree like object and evaluate in its environment

Implemented closure in function and hierarchy using WML template definition

Web based LinkedIn mini system project   2016

Worked as part of a team in coding a small networking system website that requires to login

Designed the front-end of the pages using HTML and CSS

Coded the back-end to store and retrieve users' information using C and Python

Activities

McGill Women In Computer Science · Executive   2016 to Current

Contacted sponsors and speakers for our future events

Cooperated with teammates to plan kickoff event and workshops

Interviewed students in Computer Science to share with the rest of the community