

JENNIFER RUAN

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EDUCATION

Bachelor of Computer Science, University of Toronto

Expected Apr 2023

Relevant Courses. Video Game Design, Human-Computer Interaction, Web Development, Software Engineering

SKILLS

Languages	C++, C, Python, Java, Javascript, HTML, CSS, SQL, C
Tools	Unity, Figma, Illustrator, Photoshop, Git
Frameworks	React.js, Vue.js

EXPERIENCE

Software Developer Intern

May 2021 - Aug 2022

Winterlight Labs

Toronto, ON

- Scoped and implemented new features for the Winterlight Transcription platform.
- Designed **wireframes** illustrating **proof-of-concepts** for clients.
- Implemented **data visualization** features to help assess company KPIs.
- Debugged and wrote **unit tests** for the product's codebase.
- Leveraged **SQL** to analyze and extract data from the database.
- Implemented **ASR (automatic-speech-recognition)** to support multi-language transcription.
- Developed software to compare sets of transcripts against benchmarks and determine transcription accuracy.
- Wrote scripts to generate spreadsheets for research analysis and accounting purposes.

Web Developer Intern

Aug 2020 - Feb 2021

Special Olympics Ontario

San Francisco, CA

- Worked on the Healthy Communities Web App intended to connect healthcare practitioners with disabled athletes.
- Designed and built responsive UI components using **Vue.js, CSS, and HTML**.
- Implemented features allowing practitioners to organize patient data and maintain appointment records.
- Redesigned the app's front end for tablet and mobile compatibility, and to enhance visual appeal.
- Managed the app's database using **Node.js and SQL**.
- Attended in the migration process from local servers to the cloud.

PROJECTS

2D Shooting Game. Designed and developed a game in C++ over a weekend for the [Develop at Ubisoft 2022](#) challenge. For this project, I followed a given theme, which was Space Exploration. ([Demo Video](#))

3D Puzzle Game. Led a team of 15 people across multiple teams in art, music, and coding to design and develop a 3D game in Unity and C#. Collaborated with others to create compelling mechanics and led game testing sessions to iterate upon the product. Developed a UI and control scheme meant to be intuitive for both controller and PC users ([Demo Video](#))

3D Platforming Game. Collaborated with a team to develop a Katamari Damancy Clone using Unity and C#. Defined project goals and prioritized tasks to meet strict deadlines.