Jenny Yang

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Education

Master of Computer Science and Philosophy (2014 - 2018)
University of Oxford – 1st Class Parts A&B [BA equivalent], **2:1 Part C** [MA equivalent]

Henrietta Barnett School (2007 – 2014)
A-Levels - Maths A*, Further Maths A*, English Lit A*, Music A*, Classical Greek A | GCSEs – 9 A*s, 2 As

Languages and Frameworks

C++, Unity, Java, web development with Javascript, Angular, HTML/CSS, SQL

Internships

Software Development Intern, Softwire (Summer 2017, 9 weeks, team of 7)
Developed a mobile app that helps users with mental health issues and spending addiction.
We used Ionic, Typescript with Angular 4 and Express.js, HTML/CSS and Python.
Working closely with others using practices such as test-driven development, pair programming, and team code review made me better at writing maintainable, consistent code. My tasks included:
- Implementing mobile-specific functions such as notifications and local storage for iOS / Android
- User registration and authentication with JWTs, & securing our API routes
- Successfully mentoring another intern who had no prior programming experience

Software Development Intern, Metaswitch Networks (Summer 2016, 10 weeks, mostly solo work)
Delivered **"over twice"** the amount of expected work as part of the Support Projects team.
"Grasped [new technologies] rapidly" and completed projects **"well ahead of time"**.
Projects focused on full-stack web development in Js/C#/SQL, including UI design & migrating old systems.

Content Intern, Failbetter Games (Spring 2017, 2 weeks)
I performed various tasks such as mech QA, historical research, and using SQL to help with the maintainence of content for the narrative web game Fallen London.

Research Intern, Inside the Box Board Games Ltd (Spring 2017, 1 week)
Playtested and performed research for the development of the dystopian-themed card game 'Newspeak'.

Projects

My game projects are playable / downloadable online on my website: jennypop.github.io
Solo Projects:

Heartbreak – Unity Game   (2018, one month)
A block breaker game based on a relationship, with the base game created following a udemy course. I added many elements on top of the tutorials, such as designing 7 levels, creating an ending animation, adding lives, and general polish.

Avabranch Extended – January Game Jam   (Jan 2017, one day)
Added procedurally generated levels to an open-source browser-based runner game, using Express.js.

Group Projects:

Get Off My Spawn – Global Game Jam   (2016, one weekend, team of 5)
An obstacle-dodging Unity game about performing a ritual. I contributed in many areas, including design, programming in Unity, and assets (sprites, backgrounds, animations, music, and sound effects).

TwitterWildfire – 2nd Year Group Project   (Spring 2016, several months, team of 6)
A web app for realtime Twitter hashtag trend analysis, including geographical spread.
I managed the group in design stages, wrote the project spec & report, and worked on front-end dev.