

JUDY.CHEN  
@ UWATERLOO.CA  
(647) 618 - 3127  
8 DOUBLETREE ROAD  
TORONTO, ONTARIO



JUDY  
CHEN



JUD.YT  
JUB.ITCH.IO  
GITHUB.COM/JU-DE

- SUMMARY**
- ♦ 8 years of experience using HTML, CSS, JavaScript, Java, C, C++, and Python
  - ♦ Quick at picking up new frameworks, libraries, languages and APIs within strict time constraints
  - ♦ Proficient in Photoshop, InDesign, Illustrator, and Flash from paid freelance experience and 3 years in a specialized high school design program
  - ♦ Interested in space, aviation, music, and linguistics

<b>EXPERIENCE</b>	<b>Game Developer Big Viking Games</b>	SEP 2016 - DEC 2016
	Arcade Style Space Shoot 'Em Up   Facebook Instant Game - Galatron	
	♦ Developed core features: achievements, home screen, static shock, scavenger mission, slow motion screen, daily shipment box, background	
	♦ Added and refactored major systems within the game and its engine	
	♦ Integrated UI scenes and complex animations	
	♦ Implemented scrolling parallax background with OpenGL and tilemaps	
	<b>Game Developer Prodigy Game</b>	JAN 2016 - APR 2016
	Turn-Based Fantasy MMORPG   <a href="https://prodigygame.com/play">https://prodigygame.com/play</a>	
	♦ Took on a large number of solo projects with full creative control, most of which are currently on the live version of the game	
	♦ Built an extensive customizable player housing system	
	♦ Remade five major interfaces: backpack, spellbook, system menu, item drops, level-up	
	♦ Improved handling of multiple concurrent dialogues and interrupt events by creating a dialogue factory and manager	
	<b>Agile Test Engineer Pivotal Labs</b>	MAY 2015 - AUG 2015
	♦ Automated testing for android apps using Java and Espresso	
	♦ Wrote an Android Debug Bridge wrapper to extend it to work with multiple devices or emulators at a time (see <a href="https://github.com/ju-de/crab-adb">https://github.com/ju-de/crab-adb</a> )	
	<b>Software Developer (Contracted) Jumpgate Technologies</b>	MAY 2015 - AUG 2015
	♦ Implemented a self-organizing map to create visualizations for market trends	
	♦ Worked with Angular and Node to graph realtime fluctuation of portfolios values	
	<b>Engineering Physics Research Intern McMaster University</b>	JUL 2013 - AUG 2013
	♦ Programmed microcontrollers in Python/C for use in automation of a laser/heater	
<b>GAMES</b>	<b>Pumpkin Kid</b>	OCT 2016
	🏆 Ranked Top 10% Overall at GameBoy Jam	
	Top-Down Halloween Shooter   <a href="https://jub.itch.io/pumpkin-kid">https://jub.itch.io/pumpkin-kid</a>	
	<b>Grilled</b>	MAY 2016
	Toronto Game Jam	
	Two-Player Side-Scrolling Endless Runner   <a href="https://jub.itch.io/grilled">https://jub.itch.io/grilled</a>	
	<b>Eoin</b>	NOV 2012 - APR 2013
	Large-Scale Puzzle Platforming Fantasy RPG   <a href="https://github.com/ju-de/eoin">https://github.com/ju-de/eoin</a>	
<b>PROJECTS</b>	<b>Jumpp</b>	SEP 2015
	🏆 Intuit API Award at Hack the North	
	Cross-Platform Food Ordering App   <a href="https://github.com/ju-de/jumpp-bus">https://github.com/ju-de/jumpp-bus</a>	
	Reactjs, Reapp, Firebase, Intuit Quickbook API, Braintree, Nodejs, Expressjs, Apache	
	<b>Eye-identify</b>	OCT 2014
	🏆 Best Use of Google Services at HackMIT	
	Google Glass OCR and Image Recognition Scanner   <a href="https://github.com/zodiac/eyedentify">https://github.com/zodiac/eyedentify</a>	
	Android APK, Camfind API, HP Idol On Demand API	
<b>EDUCATION</b>	<b>Candidate for Bachelor of Software Engineering, University of Waterloo</b>	2014 - 2019
	3A, Co-operative Program   Expected Graduation 2019	