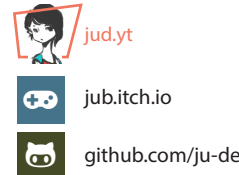


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JUDY  
CHEN



SUMMARY	<ul style="list-style-type: none"><li>- 9 years of experience using C++, Javascript, Java, C, HTML, and CSS from industry applications and self-learning</li><li>- Quick at picking up new codebases and technical stacks independently</li><li>- Proficient in full Adobe suite from 3 years of paid freelance experience in graphic design and illustration</li></ul>		
EXPERIENCE	<b>Program Manager Intern Microsoft</b>	JANUARY 2018 - PRESENT	
	Xbox Experiences team		
	<ul style="list-style-type: none"><li>- Took ownership of three features: Clubs admin log, Clubs invite filters, GameDVR Trim &amp; Share</li><li>- Created detailed specifications, mockups, developer tasks, and set up and lead interdepartmental meetings</li></ul>		
	<b>Program Manager Intern Microsoft</b>	MAY 2017 - AUGUST 2017	
	Graphics team		
	<ul style="list-style-type: none"><li>- Implemented end-to-end motion vector extrapolation in Minecraft in C++ to increase framerate by up to 2x</li><li>- Profiled performance gain on NVIDIA and Intel chipsets to validate technique viability on low-end devices</li><li>- Outlined best practice of adopting this technique for game developers in a whitepaper</li><li>- Planned user study to prove reliability of visual fidelity</li><li>- Presented findings to Minecraft team to drive partnership between Microsoft and Minecraft</li></ul>		
	<b>Game Developer Big Viking Games</b>	SEP 2016 - DEC 2016	
	Galatron   Arcade-Style Space Shoot 'Em Up   Facebook Messenger Instant Game		
	<ul style="list-style-type: none"><li>- Developed core features: achievements, scavenger missions, daily shipment box, skills, home/pause/level-up screens</li><li>- Added and refactored major systems within the game and its engine</li><li>- Integrated UI scenes and complex animations</li><li>- Implemented the game's scrolling parallax background with OpenGL and tilemaps</li></ul>		
	<b>Game Developer Prodigy Game</b>	JAN 2016 - APR 2016	
	Prodigy   Educational Fantasy MMORPG   <a href="https://prodigygame.com/play">https://prodigygame.com/play</a>		
	<ul style="list-style-type: none"><li>- Took on a large number of solo projects with full creative control, which are currently on the live version of the game</li><li>- Built an extensive, customizable player housing system</li><li>- Made five major interfaces: backpack, spellbook, system menu, item drops, level-up</li><li>- Improved handling of multiple concurrent dialogues and interrupt events by creating a dialogue factory and manager</li></ul>		
	<b>Agile Test Engineer Pivotal Labs</b>	MAY 2015 - AUG 2015	
	<ul style="list-style-type: none"><li>- Automated testing for android apps using Java and Espresso</li><li>- Wrote a wrapper to extend Android Debug Bridge functionalities to work with multiple devices and emulators at a time (<a href="https://github.com/ju-de/crab-adb">https://github.com/ju-de/crab-adb</a>)</li></ul>		
	<b>Software Developer (Contracted) Jumpgate Technologies</b>	MAY 2015 - AUG 2015	
	<ul style="list-style-type: none"><li>- Implemented a self-organizing map to create realtime visualizations for market fluctuations</li></ul>		
	<b>Engineering Physics Research Intern McMaster University</b>	JUL 2013 - AUG 2013	
	<ul style="list-style-type: none"><li>- Programmed microcontrollers in Python/C for use in automation of a laser/heater</li></ul>		
GAMES	<b>Pumpkin Kid</b>   Top-Down Halloween Shooter   <a href="https://jub.itch.io/pumpkin-kid">https://jub.itch.io/pumpkin-kid</a>	OCT 2016	
	🏆 Ranked Top 10% Overall at GameBoy Jam		
	<b>Grilled</b>   Two-Player Endless Runner   <a href="https://jub.itch.io/grilled">https://jub.itch.io/grilled</a>	MAY 2016	
	Toronto Game Jam		
PROJECTS	<b>Jump</b>   Cross-Platform Food Ordering App   <a href="https://github.com/ju-de/jumpp-bus">https://github.com/ju-de/jumpp-bus</a>	SEP 2015	
	🏆 Intuit API Award at Hack the North		
	<b>Eye-identify</b>   Google Glass OCR and Image Recognition Scanner   <a href="https://github.com/zodiac/eyedentify">https://github.com/zodiac/eyedentify</a>	OCT 2014	
	🏆 Best Use of Google Services at HackMIT		
EDUCATION	<b>Candidate for Bachelor of Software Engineering, University of Waterloo</b>	SEPT 2014 - APRIL 2019	
	Term 4A, Co-operative Program (EXPECTED GRADUATION)		