JUDY CHEN

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GAME DEVELOPER   ILLUSTRATOR   MUSICIAN   ASPIRING PILOT

Hi, my name is Judy Chen. I am a fullstack developer interested in space, game theory, virtual reality, and machine learning. I play five instruments and speak four languages - two fluently and two of which I am currently studying.

SUMMARY

• 5 years of experience using HTML, CSS, Javascript, PHP, Java, C, C++, Python, and Actionscript from building projects such as video games, web apps, and software tools.
• Familiar with picking up new frameworks, libraries, languages, and APIs within tight time constraints from heavy Hackathon participation.
• Extensive knowledge of Photoshop, InDesign, Illustrator, and Flash from paid freelance projects and 3 years in a specialized high school design program.

EXPERIENCE

Agile Test Engineer   Pivotal Labs (formerly Xtreme Labs), Toronto, ON — MAY 2015- AUG 2015
• Tested web, ios, and android apps in all stages of development
• Automated UI testing for android apps using Java and Espresso.
• Wrote a bash script to add new functionality to Android Debug Bridge and extend its usability to work with multiple devices or emulators at a time.
• Made a web crawler to pull XSS vectors from WikiCode blocks.

Software Development Intern   Jumpgate Technologies, Toronto, ON — MAY 2015- AUG 2015
• Implemented a self-organizing map that trains itself with artificial neural networks.
• Used Javascript and Famo.us rendering engine to create visualizations for market trends.
• Worked with Angular and Node to graph realtime fluctuation of portfolios values.

Engineering Physics Research Intern   McMaster University, Hamilton, ON — JULY 2013- AUG 2013
• Programmed PIC microchips in Python/C for use in automation of a lab laser/heater system.

Freelance Illustrator   Self-Employed, Toronto, ON — 2012- PRESENT
• Commission-based projects for clients, specializing in character illustration.

PROJECTS
Intuit API Award

Jumpp (Cross-Platform Food Ordering App)   built during Hack the North — SEPT 2015
Language: Javascript
Tools: Reactjs, Reapp, Firebase, Intuit Quickbook API, Braintree, Nodejs, Expressjs, Apache
• A client app with which customers can prepay for food to skip the line and a business app that allows restaurant owners to easily register their menu and start receiving orders.

Chorq (Tab-Sharing Web App)   built during Kik Hackathon — JAN 2015
Languages: JavaScript, Jade, HTML5, Python, CSS3, PHP
Tools: Node.js, MongoDB, Express, Monk, Kik API, BeautifulSoup, mySQL, Zepto, Monogo
• Streamlines tab sharing, allowing users to group tabs into stacks, and Kik them to friends.

Noted (JavaScript Music Writing/Playback Tool)   built during HackDuke — NOV 2014
Languages: JavaScript, HTML
Tools: Nodejs, Versal API, Abcjs API
• Interprets text to create sheet music, and reads it in a live playback.

Best Use of Google Services

Eye-dentify (Google Glass Ocular Scanner)   built during HackMIT — OCT 2014
Languages: Java, Python
Tools: Android APK, Google Glass, Camfind API, HP Idol On Demand API
• Google Glass app incorporating optical character and image recognition.

Pass It On !! (Media-Sharing Web App)   built during Hack the North — SEPT 2014
Languages: JavaScript, JQuery, PHP, HTML5, CSS
Tools: MySQL, Facebook API, Ziggeo API, Hammerjs, Google Maps API
• Location-based image and video sharing platform that visually plots how media spreads by allowing users to track the journey of their uploads.

Eoin (RPG Java Applet)   NOV 2012- APR 2014
Language: Java
• Large-scale puzzle platforming game made in Java with original art resources with a small, dedicated group of writers, artists, and programmers

EDUCATION

Candidate for Bachelor of Software Engineering, Cooperative Program, University of Waterloo — SEPT 2014- PRESENT
2A SOFTWARE ENGINEERING