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JUDY CHEN

jud.yt
jub.itch.io
github.com/ju-de

SUMMARY

- 9 years of experience using C++, Javascript, Java, C, HTML, and CSS from industry applications and self-learning
- Quick at picking up new codebases and technical stacks independently
- Proficient in full Adobe suite from 3 years of paid freelance experience in graphic design and illustration

EXPERIENCE

Program Manager Intern **Microsoft** JANUARY 2018 - PRESENT
Xbox Experiences team
- Took ownership of three features: Clubs admin log, Clubs invite filters, GameDVR Trim & Share
- Created detailed specifications, mockups, developer tasks, and set up and lead interdepartmental meetings

Program Manager Intern **Microsoft** MAY 2017 - AUGUST 2017
Graphics team
- Implemented end-to-end motion vector extrapolation in Minecraft in C++ to increase framerate by up to 2x
- Profiled performance gain on NVIDIA and Intel chipsets to validate technique viability on low-end devices
- Outlined best practice of adopting this technique for game developers in a whitepaper
- Planned user study to prove reliability of visual fidelity
- Presented findings to Minecraft team to drive partnership between Microsoft and Minecraft

Game Developer **Big Viking Games** SEP 2016 - DEC 2016
Galatron | Arcade-Style Space Shoot 'Em Up | Facebook Messenger Instant Game
- Developed core features: achievements, scavenge missions, daily shipment box, skills, home/pause/level-up screens
- Added and refactored major systems within the game and its engine
- Integrated UI scenes and complex animations
- Implemented the game's scrolling parallax background with OpenGL and tilemaps

Game Developer **Prodigy Game** JAN 2016 - APR 2016
Prodigy | Educational Fantasy MMORPG | https://prodigygame.com/play
- Took on a large number of solo projects with full creative control, which are currently on the live version of the game
- Built an extensive, customizable player housing system
- Made 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

Agile Test Engineer **Pivotal Labs** MAY 2015 - AUG 2015
- Automated testing for android apps using Java and Espresso
- Wrote a wrapper to extend Android Debug Bridge functionalities to work with multiple devices and emulators at a time (https://github.com/ju-de/crab-adb)

Software Developer (Contracted) **Jumpgate Technologies** MAY 2015 - AUG 2015
- Implemented a self-organizing map to create realtime visualizations for market fluctuations

Engineering Physics Research Intern **McMaster University** JUL 2013 - AUG 2013
- Programmed microcontrollers in Python/C for use in automation of a laser/heater

GAMES

Pumpkin Kid | Top-Down Halloween Shooter | https://jub.itch.io/pumpkin-kid OCT 2016
Ranked Top 10% Overall at GameBoy Jam

Grilled |Two-Player Endless Runner | https://jub.itch.io/grilled MAY 2016
Toronto Game Jam

PROJECTS

Jumpp | Cross-Platform Food Ordering App | https://github.com/ju-de/jumpp-bus SEP 2015
Intuit API Award at Hack the North

Eye-dentify | Google Glass OCR and Image Recognition Scanner | https://github.com/zodiac/eyedentify OCT 2014
Best Use of Google Services at HackMIT

EDUCATION

Candidate for Bachelor of Software Engineering, **University of Waterloo** SEPT 2014 - APRIL 2019
Term 4A, Co-operative Program (EXPECTED GRADUATION)