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

**EXPERIENCE**

### Game Developer Big Viking Games — SEP 2016 - DEC 2016
Arcade Style Space Shoot 'Em Up | Facebook Instant Game - Galatron
- Developed core features: achievements, home screen, static shock, scavenge 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

### Game Developer Prodigy Game — JAN 2016 - APR 2016
Turn-Based Fantasy MMORPG | https://prodigygame.com/play
- 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
- Revamped dialogue system
- Optimized image loading by 50%

### Agile Test Engineer Pivotal Labs — 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 https://github.com/ju-de/crab-adb)

### Software Developer (Contracted) Jumpgate Technologies — 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

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

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

### Eoin — NOV 2012 - APR 2013
Large-Scale Puzzle Platforming Fantasy RPG | https://github.com/ju-de/eoin

**PROJECTS**

### Jumpp — SEP 2015
🏆 Intuit API Award at Hack the North
Cross-Platform Food Ordering App | https://github.com/ju-de/jumpp-bus
Reactjs, Reapp, Firebase, Intuit Quickbook API, Braintree, Nodejs, Expressjs, Apache

### Eye-dentify — OCT 2014
🏆 Best Use of Google Services at HackMIT
Google Glass OCR and Image Recognition Scanner | https://github.com/zodiac/eyedentify
Android APK, Camfind API, HP Idol On Demand API

**EDUCATION**

### Candidate for Bachelor of Software Engineering, University of Waterloo — 2014 - 2019
3A, Co-operative Program | Expected Graduation 2019