

JUDY.CHEN
@ UWATERLOO.CA
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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, 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	
	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	
	♦ 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 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-identify	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	