

jessica tang

contact

email jynnie@mit.edu
phone +1 (678) 517 9887
site jynnie.me
github github.com/jynnie

skills

Programming

Javascript/Typescript
React.js
Unity (2D and 3D)
C++ (and OpenGL)
HTML5 and CSS
Python (and Flask)
SQL, MongoDB, GraphQL

Design & Illustration

Adobe Photoshop
Adobe Illustrator
Adobe XD, Figma
Blender
Procreate on iPad Pro

Languages

English - *Fluent*
German - *Intermediate*
Mandarin - *Intermediate*
Japanese - *Basic*

select coursework

Network & Computer Security
User Interface & User Experience
Computer Graphics
Algorithms
Advanced Game Studio
Playful and Social Interaction Design
Critical Worldbuilding

select achievements

2019

Attended the International Digital Games Research Association Conference as Student Officer, digra.org

2018

1st Place in 6.148 MIT Web Development Competition
Presented at the British Digital Games Research Association Conference, bdigra.org.uk

Presented at the Refiguring Innovation in Games Conference, refig.ca

2015

1st Place in State Video Game Design (Technology Student Association)

education

Massachusetts Institute of Technology *June 2020*
Candidate for B.S. in Comparative Media Studies and Minor in Computer Science
Cumulative GPA: 4.8/5.0

experience

Multiverse, playmultiverse.com *September 2019 - Current*
Part-time Game Designer and Developer

- Developing a digital port of Two Rooms and a Boom, a social board game, and exploring new game mechanics (React.js)
- Designing Multiverse, a digital Dungeons and Dragons platform with team

Samsara, samsara.com *June - August 2019*
Software Engineering Intern

- Designed and developed a new autocomplete user mention feature (React.js, Typescript, GraphQL, Go)

MIT web.lab, weblab.mit.edu *June 2018 - Current*
President (2019), Publicity Chair (2018), and Instructor

- Led rebranding initiative of class as MIT Web Lab
- Taught and mentored beginner web development to MIT students

PTC Reality Lab, jynnie.cc/ptc *June - August 2018*
AR Innovation Research Intern

- Introduced UI revisions and gesture controls to augmented reality platforms, such as the lab's Reality Editor (Javascript, Node.js)
- Launched various AR experiments and demos presented to the Office of the CTO with the team

MIT Game Lab, gamelab.mit.edu *February - May 2018*
Puzzle Development and UI Designer

- Designed UI and UX for a 300-person, modular puzzle hunt
- Playtested and balanced varying puzzles

projects & activities

City Neon, jynnie.cc/cityneon *July 2019*
Developed a 3D fighting game short in Unity with C++. Modeled, rigged, and animated in Blender. Programmed a custom toon shader.

Alight *September 2018 - July 2019*
Developed and designed a narrative-driven, 2D platform game in Unity with C++ in a small team. Also worked on concept art, pixel art and animations.

The Summoner, jynnie.cc/summoner *August 2018*
Created a mafia-like party game using Node.js, NoSQL, and websockets

Next House Room Management Application *April 2017 - August 2018*
Developed Flask web application with SQL to manage room assignments, run lotteries, and other relevant data over time

Plix, plix.herokuapp.com *January 2018*
Devised and implemented a community platform for location-based collaborative pixel art with a partner in Node.js with Handlebars. Awarded first place in MIT's Web Development competition.

HackMIT, jynnie.cc/hackmit *September 2017 - May 2018*
Organized HackMIT 2017 with the marketing team, specifically designing splash page, and marketing assets for event