

# KEJIE WEN

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**Bachelor's in Computer Science and Linguistics. UCLA**

Expected June 2020

**Associate of Science. Pasadena City College, 3.68**

Coding in C#, C++, CSS, HTML, Java, JavaScript, Lua, and Visual Basic.

Developing using Android Studio, Blender, jQuery, Unity, and Visual Studio.

## EXPERIENCE



**SuperWorld AR. Developer Intern**

Feb 2018 - Sep 2018

Reduced time of content creation by 25% by templating finite state machines.

Upped production with prevailing knowledge of mapping solutions like Mapbox.

Redesigned around Bootstrap CSS to improve user onboarding and retention.

## PROJECTS AND OTHERS



**Rain Brigade Game. Contract Unity Developer**

June 2018 - Sep 2018

Refactored C# code without the burden of singleton design pattern.

Overhauled loops into event listeners that reduces sluggishness up to 50%.

Spearheaded revenue service with advertisements and in-app purchases.



**Hacktech Hackathon. Caltech**

Mar 2018

Established Google Firebase and Amazon Cloud9 for logins and databases.

Won first place aesthetics hack out of 500 participants for best use of CSS.



**ZipRecruiter Hackathon. General Assembly**

May 2017

Drafted a social media platform stylized with Semantic CSS UI.

Simplified AJAX and JSON requests to speed up server-client performance.



**BeachHacks Hackathon. CSULB**

Apr 2017

Prototyped a cross-compatible web app to assist the visually-impaired.

Integrated Microsoft Artificial Intelligence, Vision, and Speech for easy workflow.



**Hacktech Hackathon. Caltech**

Mar 2017

Architected a company feedback platform with Google Vision and Machine Learning.

Generated a login and database backbone with PHP and MySQL.



**Amazon Alexa project** based on Node.js that randomly throws out facts.

2017

**Light show webapp project** with algorithm similar to Shazam's fingerprinting.

2016

**Google Maps webapp project** optimized for web and mobile clients.

2015

**Racing game project** using hard-coded collision framework and physics.

2014