

# KEJIE WEN

SOFTWARE ENGINEERING | WEB, MOBILE, AND GAME DEV

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## EDUCATION



**Associate of Science** at Pasadena City College, California

June 2018

3.6, Osher Fellows and Scholars, Honors Transfer, UCLA TAP, MESA

## EXPERIENCE



**Unity3D Developer Intern** at SuperWorld App, Los Angeles

Jan 2017 - now

Designed new innovative and creative ideas bringing social presence into the AR space  
Lead builder of games using PlayMaker and **C#** introducing physics to augmented reality  
Rigged characters and incorporated motion-captured animation with Blender 3D

## HACKS



**ZipRecruiter Hackathon** in Santa Monica, California

Mar 2017

Designed a social media platform using UI and UX with Semantic CSS  
Demoed AJAX requests and **JSON** parsing to simulate communication with servers



**BeachHacks** in Cal State Long Beach, California

Apr 2017

Prototyped a web app with **JavaScript** to assist the visually impaired and disabled  
Incorporated Microsoft Artificial Intelligence and Machine Learning to minimize client load



**Hacktech** in Caltech, California

May 2017

Teamed with Harvard, Caltech, Stanford, and UCSD students to design a feedback API  
Concepted a company feedback API using Google's Sentiment Analysis  
Programmed the **PHP** and **MySQL** to service the dashboards and database

## PROJECTS



**Audio recognition app** using JavaScript

3 weeks

Hand-wrote a Shazam-knockoff, mobile web app for iPhones and Androids



**Google Maps client** using JS and Ripple Emulator

2 weeks

Coded a map client for Blackberry with smoother performance over regular Google Maps  
Second most-popular spot on app store with 4.5 out of 5.0 on hundreds of reviews



**Collision racing game** using JS and HTML5

3 weeks

Hand-coded a 1000-line web, racing game with proprietary physics using JavaScript

## SKILLS



**Programming**

Languages: JavaScript, Lua, Visual Basic, C#, Python, C++, Java, PHP, MySQL  
Tools: Android Studio, ASP.NET, Blender 3D, jQuery, Unity3D, Visual Studio

**Undergraduate coursework**

Breadth: Matrices, Calculus, Differential Equations, Mechanical and Gravitational Physics  
Programming: C++, VB.NET, Discrete Structures, Boolean Algebra, Symbolic Logic