KEJIE WEN

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Bachelor's / Computer Science and Linguistics at UCLA — Expected: Jun 2020
Associate's / Science at Pasadena City College, 3.68 — Jun 2018
Programming / C#, CSS, HTML, Java, JavaScript, Lua, PHP, Python, Visual Basic
Tools and frameworks / Android Studio, ASP.NET, Blender, jQuery, Unity, Visual Studio

EXPERIENCE

Developer Intern at SuperWorld AR — 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 CONTRACTS

Contract Unity Developer at Rain Brigade Game — Jun 2018 - Sep 2018
Refactored C# code for iOS and Android fostering performance for budget devices.
Collaborated with designer to incorporate sprites and textures.
Spearheaded revenue service with advertisements and in-app purchases.

Hacktech Hackathon at 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 at General Assembly — May 2017
Formatted a social media platform stylized with Semantic CSS UI.
Simplified AJAX and JSON requests to speed up server-client performance.

BeachHacks Hackathon at 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 at Caltech — Mar 2017
Architected a company feedback platform with Google Vision and Machine Learning.
Generated a login and database backbone with PHP and MySQL.

Light-synthesis project / Light-synthesizing app using Shazam-like fingerprinting. 2016
Google Maps client project / Second popular app on Blackberry Playbook. 2015
Racing game project / Created a physics engine with mobile performance in mind. 2014