

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