KEJIE WEN

1.626.759.1899
kejiewen@ucla.edu
kwen1000.github.io

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