

乔苹雯 Qiao Luo Wen

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教育背景

复旦大学	计算机科学与技术	2015.09 - 2019.06
主修课程: 算法导论、数据结构、计算机原理、计算机网络、大数据分析技术		
佐治亚理工学院	数字媒体科学硕士	2020.08 - 至今 (2022.06)
主修课程: 前端开发、人机交互、数据分析与可视化		
绩点:	4.0/4.0	

语言与技能

程序设计: 熟悉HTML, CSS, JavaScript, Python, SQL语言; 掌握Java语言。

软件使用: 熟练使用Visual Studio Code; 熟练使用Excel, Word, PowerPoint等办公软件; 熟练使用Figma等交互原型制作工具; 熟悉Tableau等数据处理及可视化工具。

英语能力: 托福105 (口语26), 英语六级通过, 具备流畅的口语、书面表达能力。

项目经历

Mapstaurant	基于Yelp数据库的餐厅推荐平台	团队, 前端设计、开发
<ul style="list-style-type: none">工具: jQuery, Leaflet.js, Materialize.js将后端预处理后的餐厅坐标与详细信息可视化于Leaflet地图上, 并在地图上实现了聚类、缩放等交互操作;前端读取csv, 实现了餐厅搜索、排序搜索、分类选择与推荐、精选评论与评分、疫情数据支持等功能;使用Materialize.js工具, 将交互搜索功能可视化, 制作了网页布局, 并实现了移动端响应。		
Digital Sidewalk	在线合作绘画叙事平台	团队, 前端开发、交互原型
<ul style="list-style-type: none">工具: Heroku, Node.js, socket.io, fabric.js, Figma使用Figma制作了高保真交互原型, 对用户登陆、创作绘画、社交评论等操作进行了交互设计与实现;使用Node.js和socket.io制作了服务端server, 实现了多人同步在线绘画的数据传输;使用fabric.js, 在Canvas上制作了不同的画笔工具样式 (画笔类别、颜色、透明度、画笔宽度);在前端创建了客户端制作了可交互悬浮式工具栏。		
深渊中的仰望	数据解读家暴中的孩子	团队, 前端开发
<ul style="list-style-type: none">工具: Bootstrap.js, Echarts.js使用Echart的不同图表对家暴数据进行可视化, 制作了可交互式图表; 在首页对家暴数据进行动画可视化;使用Bootstrap框架制作了移动端响应式的网页布局。		

实习经历

系统交互策划实习生	上海烛龙信息科技有限公司	2018.04 - 2018.11
<ul style="list-style-type: none">《古剑奇谭网络版》项目组(MMORPG游戏), 负责交互模块的策划及其客户端脚本的实现;语言与软件: lua, C, Git, Visual Studio Code, 3dsMax;通过函数式编程开发方法, 实现了多人交互挂件的生成逻辑、挂件同步信息传输以及特效控制等脚本;负责中秋活动场景的交互设计及脚本编写。		

学生活动

复旦大学学生会	张江校区办公室部长	2017.09 - 2018.06
<ul style="list-style-type: none">管理协调下属五个职能部门的一切工作, 组织策划 2016、2017复旦大学学生会张江校区各项活动;负责第一届“嘉润·复旦全球华语大学生文学奖”颁奖典礼策划和接待工作;		

自我评价

性格活泼开朗, 乐观上进, 思维清晰, 对待工作抱有很高的热情, 具有良好的沟通能力和团队协作能力。

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Education Background

Fudan University **Computer Science and Technology** **2015.09 - 2019.06**

Major Courses: Introduction to Algorithms, Data Structure, Computer Principles, Computer Network, Big Data Analysis Techniques

Georgia Institute of Technology **Master of Science in Digital Media** **2020.08 - Now(2022.06)**

Major Courses: Front-end Development, Human Computer Interaction, Data Visualization and Analysis

GPA: 4.0/4.0

Languages and Skills

Programming: Proficiency in HTML, CSS, JavaScript, Python, SQL. Familiar with Java.

Software Using: Proficiency in Visual Studio Code, Office software such as Excel, Word and PowerPoint. Familiar with interaction prototyping tools such as Figma, data visualization tools such as Tableau.

English ability: TOEFL 105 (Speaking 26), CET 6 pass, fluent speaking and writing ability.

Projects

Mapstaurant, Restaurant Recommendation System Using Yelp dataset | **Front-end Design and Development**

- Tools: jQuery, Leaflet.js, Materialize.js
- Visualized the restaurant coordinates and details on the Leaflet map using preprocessed data, implemented interactive operations such as clustering and zooming on the map;
- Read csv in front-end side, implemented functions such as restaurant search, sorted search, category selection and recommendation, selected comments and ratings, and COVID-19 data support;
- Visualized search functions by Materialize, implemented the web page layout and mobile responsive.

Digital Sidewalk, Online Collaborative Platform | **Front-end Development, Interactive Prototype**

- Tools: Heroku, Node.js, socket.io, fabric.js, Figma
- Figma: A high-fidelity interactive prototype, including user login, creation, comment and other operations;
- Node.js and socket.io: Server supporting data transmission of multi-person synchronous online drawing;
- Fabric.js: Created different brush tool styles (brush type, color, transparency, brush width) on Canvas;
- Created a client-side interactive floating toolbar on the front end.

Looking up in the Abyss, Data Visualization of Children Under Domestic Violence | **Front-end Development**

- Tools: Bootstrap.js, Echarts.js
- Visualized domestic violence data with Echart's different chart styles, and made them interactive; perform animation visualization of domestic violence data on the homepage;
- Use Bootstrap framework to make a mobile-side responsive web page layout.

Internship

System Interaction Design Intern **Aurogon Info&Tech (Shanghai) Co., Ltd, China** **2018.04 - 2018.11**

- "Swords of Legends Online" Project. Responsible for interactive module design and client-side scripts.
- Language and Software: lua, C, Git, Visual Studio Code, 3dsMax.
- Through the functional programming development method, I implemented the scripts such as the generation logic of the multi-person interactive pendant, the synchronization information transmission of the pendant, and the control of special effects;
- Responsible for the interactive design and scripting of the Mid-Autumn Festival event scene.

Student Activities

Chairman of Fudan University Student Union Zhang Jiang Campus Office **2017.09 - 2017.06**

- Managed and coordinated five subdivision departments, organized and planned 2016, 2017 Zhangjiang Campus Events of Fudan University.
- Responsible for the reception of the first "Jiarun · Fudan Global Chinese College Literature Awards".

Self-Evaluation

Energetic, optimistic, clear-thinking, dedicated, responsible, communicative and cooperative.