

# Leqi(Nancy) Wan

Passionate Web Developer & XR Enthusiast

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## Skills

**Languages:** JavaScript, ReactJS, Node.js, C#, Python, C++, SQL

**Tools & Technologies:** Unity, Git, AWS, Azure

**Soft Skills:** Agile development, Multi-disciplinary teamwork, Efficient communication

## Work Experience

### AR Game Developer, YumeBau

Jan 2022 - Current

- Leading the development of Roblox-style **AR** mini games with YumeGo's internal SDK and conducting behaviour scripting using **Lua** and **xLua** framework in **Unity**.
- Collaborating with client, UX and game designers to implement new features for UI control and brick behaviours(e.g. trajectory simulation, charge block snapping).

### Research Fellow, UBC Data Science Institute

May 2021 - Aug 2021

- Conducted data cleaning and manipulation of traffic count data in City of Surrey and co-variate analysis on time and socio-economic factors.
- Created a **Shiny** web application to help scientists and stakeholders to visualize the traffic flow around specific business areas over time.

### Software Developer Co-op, RBC

May 2020 - Aug 2020

- Developed a full-stack middleware micro-service to manage chat-bot's knowledge bases using **Stencil.js** and **Node.js** with reference to **Azure Cognitive Service APIs** and **AWS S3 storage**.
- Collaborated with UX and product owners to refine and create add-ons for internal websites and demonstrated proof-of-concepts to senior managers.

### Agile Developer Intern, SAP

Sep 2019 - Apr 2020

- Took charge of implementing customer enhancement features and collaborated with UX to elaborate on use cases and liaised with senior engineers for quality assurance and pattern consistency.
- Investigated and fixed front-end glitches of SAP HANA Analytics Cloud within a large codebase in **JavaScript** and **SAP UI5**.

## Projects

### AquaKitty Game - C#, Unity ([tinyurl.com/2zxwsd6p](https://tinyurl.com/2zxwsd6p))

- Led the development of a multi-level 2D underwater platformer game in **Unity** with bubble shooting and grappling mechanics and implemented enemy guarding patterns with state machine, and built with **Unity Cloud Services**.

### Concert With Friends - ReactJS, Node.js, MongoDB ([tinyurl.com/e27anb4d](https://tinyurl.com/e27anb4d))

- Implemented user sign-up/login, profile editing with **Redux** store for user state management, and end-to-end join/leave group features.

### HireFlow - ReactJS, Node.js, MongoDB

- Co-developed a club recruiting platform in a team of 6 for UBC LaunchPad and took charge of building the mailing and the candidate screening/interview scoring systems.

## Education

### MDM, Centre For Digital Media

Sep 2021 - Current

- Coursework: UX for VR, Game Design, Foundation in Digital Media

### BSc., Computer Science and Statistics, University of British Columbia

Sep 2016 - Aug 2021

- Coursework: Object Oriented Programming, Software Development Fundamentals, Computer Vision, Machine Learning, Databases, Software Architecture, Operating Systems