Rin Tian | Computer Scientist

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Profile

Recent graduate of **BSc Computer Science** with **First Cass Honours**, interested in projects that combine **coding** and **graphics**. Looking to further develop programming skill set, explore new technical skills, and improve creativity.

Skills

Technical: HTML5, CSS3, React JS • Unity 2D, C# • Python 3, Java • Version Control with Git

Soft: Presentation • Teamwork • Communication • Time management • Attention to detail • Organisation • Continuous Learning • Creativity

Recent Projects & Activities

- **Role Playing Game to teach cybersecurity to novices, 05/2023:** **Dissertation** project with **4** game **levels** covering encryption and phishing concepts, created in **Unity** engine and coded with **C#**. Wrote and followed a 12-week **time plan**, **organised** research material using the note taking app **Obsidian**. Modified **Creative Commons** assets and **drew** own assets using **Krita**. Conducted **user testing** with **5 participants** following approval of the university's **ethics committee**. Scored **74%** in the assessment.

- **Flood Management System, 04/2023: Collaborated** with a **team** of **5** to design a flood management system for a university-lead **3-day hackathon**. Used **Figma** to **design** a website for the system's user interface as part of the project requirements. Scored group mark of **80%** in the assessment.

- **Psychological Horror Game Research and Prototype, 01/2023:** Conducted a **survey** with **19** responses to **design** an effective psychological horror game that raises awareness of autism. **Presented** research findings as a poster to class of **50** students. Laid out research **findings** on a **Miro** board. **Designed** the game's **prototype** using **Figma**. Exchanged **feedback** with members of a **team** of **4** throughout the project to aid in their individual research. Scored **83%** in the assessment.

- **Puzzle Dungeon game, 05/2022: Led** a **team** of **3** to meet **client** requirements for a **multiplayer** puzzle game over a 2-semester period. Used the **Unity** game engine with the Mirror **library** to create the game. Used **GitLab** to keep track of changes by team members. **Presented** game progress in 2 client **meetings**. Scored **66%** in the assessment.

- **Science Outreach Leadership Team, 09/2018 – 07/2019: Performed** science demonstrations with liquid nitrogen to **children** at **2 schools** and multiple **science festivals** including Blu Dot, Exeter Big Bang, and Big Bang UK in 2019. Checked inventory, set up for shows, and **memorised** show scripts.

Education

Venture Graduates Digital Bootcamp, 09/2023: Learned topics such as UI design, Marketing, Project Management, Digital Communication & Collaboration

Cardiff University, Cardiff, 2020-2023: BSc Computer Science with Security and Forensics | First Class Honours

Badminton School, Bristol, 2015-2020: GCSE: 9 A*s, 1 A | A-level: A*AAB