

Rin Tian | Graduate Front End Web Developer

[Portfolio](#) • Cardiff, United Kingdom • tianek@protonmail.com • 07394107227

Profile

Recent graduate of **BSc Computer Science** with **First Class Honours**, interested in projects that combine **coding** and **graphics**. Looking to further develop programming skill set, gain real life experience, and improve creativity.

Skills

Technical: HTML5, CSS3, React JS • Version Control with Git • GitHub pages

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

Recent Projects

- [Learning Company website redesign, 09/2023 - ongoing](#): **Analysed** aesthetic and usability **problems** of a page of the current website of an anonymous learning company. **Justified** reasoning and proposed **solutions** to each problem. Coded a **prototype** website that addresses the identified problems using **Vue JS**, **HTML** and **CSS**. **Iterated** upon the prototype following **feedback** from the company's representative.
- [Digital Portfolio, 06/2022 - ongoing](#): **Designed** and implemented a **responsive multi-page** digital portfolio, made with **HTML**, **CSS**, and **React JS**. Hosted on **GitHubPages**.
- [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.
- [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.

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

- **Relevant modules**: Web Applications, Human-Computer Interaction, Design Thinking and Prototyping for UX, Developing Quality Software

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