

Rin Tian | Graduate Front End Web Developer

Portfolio • Cardiff, United Kingdom (willing to relocate) • tianek@protonmail.com • 07394107227

Profile

Recent graduate of **BSc Computer Science** with **First Cass Honours**, interested in combining **coding** and **graphics**. Looking to enhance programming skill set, gain real life experience, and explore creativity.

Skills

Technical: HTML5, CSS3, React JS, Python 3 • Version Control with Git • GitHub pages, cPanel **Soft:** Attention to detail • Creativity • Continuous Learning • Presentation • Project Management

Work Experience

Web Developer & System Administrator at Pool Master, 10/2023-ongoing: Made a bilingual single-page responsive HTML landing page with a PHP contact form, hosted on PTServidor with custom email addresses. Set up a bilingual Shopify online store connected to a subdomain. Implemented SEO with schemas, meta descriptions, Google Search Console, and a Google Business Profile.

Recent Projects

- Stickly, 03/2024: Made a CRUD to-do app using Laravel, Inertia, React, and Tailwind.
- <u>Learning Company website redesign</u>, 10/2023: 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.
- <u>Digital Portfolio</u>, 06/2022 <u>ongoing</u>: <u>Designed</u> and implemented a <u>responsive multi-page</u> digital portfolio, made with HTML, CSS, and <u>React JS</u>. Hosted on <u>GitHubPages</u>.
- 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.

Education

Venture Graduates Digital Bootcamp, 09/2023: Learned about Marketing and Digital 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, Database Systems, Security

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