# ROBYN CHING

3A Systems Design Engineering - UWaterloo

## WORK EXPERIENCE

#### Game Developer

ZeMind Studios | Jan 2020-Apr 2020

- Developed and published Tinge Cringe J, a mobile game written with Flutter for iOS J and Android J
- Implemented features for a Virtual Reality experience in Unity
- Prototyped game, Boba Blasters, in Unity for office Game Jam

# Frontend Developer 5

Peekapak | Sept 2018-Dec 2018

- Brainstormed game features for MyPeekaville
- · Adjusted structures and files to accommodate new content
- · Modified licensing keys to unlock certain levels of content
- Restored and contributed to Peekapak Publisher (~90% functional)

### Software Developer

CIBC Live Labs | Jan 2018-Apr 2018

- Developed minimum viable products
- Built apps for Android and iOS
- Programmed RESTful APIs with Spring Java for apps
- Implemented Amazon Rekognition API, Blockchain, bitcoinj, AWS
- Connected hardware to Raspberry Pi using Node.js
- Set up pipelines to deliver products to consumers
- Practiced test-driven development and pair programming

## PROGRAMMING PROJECTS

## Personal Website 3

Personal Use | May 2018-Jan 2019

- · ReactJS App displays personal and project information from JSON files
- Created with ReactJS, HTML, SCSS and Bootstrap. Hosted by GitHub.

## Terrible Resume Generator **→**

Terrible Hacks XII Waterloo | May 2018

- Website takes user input and generates a downloadable terrible resume
- Received first place
- Created with HTML, JS, Bootstrap and PHP

## Fowl Play Game >

Game Jam Waterloo | May 2018

- Programmed 2D platform character movement, game character management and inventory system
- Utilized design patterns such as service locator
- Received FEELS? award
- Created on Unity in C#.

## **CONTACT INFO**

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Personal Website

**GitHub** 

LinkedIn

## **TECHNOLOGY**

- Unity (C#)
- Git
- React JS
- Python
- Scikit-learn
- Flutter (Dart)
- C++
- Android (Java)

## **RELEVANT COURSES**

- Machine Learning (UofT)
- Data Structures and Algorithms
- Engineering Design
- Design, Systems, and Society
- Human Factors in Design

# **ACHIEVEMENTS**

Student Achievement Award

CIBC LiveLabs | 2018

First Place

Terrible Resume Generator Terrible Hacks XII | 2018

FEELS? Award

Fowl Play Game

Game Jam Waterloo | 2018

### **INTERESTS**

- Games
- Sudoku/Crosswords
- Food enthusiast
- Knitting/Crocheting