Yu Jo Tseng

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Education

University of Edinburgh **BSc Computer Science**   Sep 2016 - May 2020

- Year 1 grade: 80%
- Relevant courses: Processing Formal and Natural Languages | Algorithms, Data Structures, Learning | Reasoning and Agents
- Class rep: Represented my class and communicated student feedback to the University.

International School Groningen **International Baccalaureate**   Sep 2014 - May 2016

- Grade: 40/45
- Courses: Mathematics | Physics | Chemistry | Biology | English | Dutch

Personal Projects

One Last Stroke   Nov 2017 - Present

- Developing a multiplayer FPS game for Windows PC with **Unity** using **C#**.
- Implementing a painting game mechanic by writing a custom shader.
- Making 3D models in **Blender** and using **uNet** for networking.

Expense Logger   Aug 2017 - Oct 2017

- Created an Android app to improve financial management using **Java** and **Android Studio**.
- Stored expense data in an **SQLite** database and made charts using the **MPAndroidChart** library to visualize expense analyses.
- Released on SlideME at http://slideme.org/application/expense-logger.

Personal Website   Jul 2017 - Aug 2017

- Designed and built my own website to showcase my projects.
- Used **Bootstrap** to make it fully responsive and added extra functionality with **jQuery**.

Bohred Atoms   Dec 2016 - Feb 2017

- Created a local multiplayer 2D shooter game for browsers and Windows PC using **Unity** and **C#**.
- Implemented the scientific Bohr Model of the atom as a game object, the shooting mechanics, the 2D collision detection system and the game UI.
- Published to itch.io at https://uro.itch.io/bohred-atoms.

Hackathons

Party Buddy **Amazon Early Insights**   Apr 2018

- Worked in a team of three to build an Alexa skill for party organisation using **Flask-Ask** and the **Alexa Skills Kit**.
- Created intents and connected to the Google Calendar **API** by **pair programming**.

NetSquare **GreatUniHack**   Nov 2017

- Collaborated in a team of three to develop a visualized neural network where user input modifies its behaviour.
- Created and trained the neural network to process and update its coordinates on the canvas using **synaptic.js**.

Skills

Languages: Java, C#, Python, SQL, HTML/CSS

Technologies: SQLite, MPAndroidChart, Unity, uNet, Bootstrap, Git

Voluntary Experience

Embedded and Robotics Society **Head Mentor**   Sep 2017 - Present

- Tutoring peers in electronics and robotics workshops on devices such as **Arduinos** and **Micro Bits**.
- Co-organized the 24-hour hardware hackathon CreatED and secured sponsorships for it.

Game Development Society **Events Coordinator**   Sep 2017 - Present

- Preparing for Game Jams and Socials and making sure they run smoothly.