

Lrene Ying

yingirene.work@gmail.com

415-816-5133

github.com/yingirene

Education

University of California, San Diego

Bachelor of Science, Computer Science

GPA: 3.69

Graduated: 2017

Skills

Proficient with:

Python
Java
HTML
CSS
JavaScript
Git
vim

Knowledge of:

C++
jQuery
Eclipse
Bootstrap
Electron
SQL
Unity
bash

Operating Systems:

OS X
Windows
Ubuntu

Methodology:

Agile
Development

Projects

Bilge Dice (April 2017) - Python

- Remade the former Neopets game Bilge Dice in Python from scratch.
- Developed three different AI for non-player opponents to create engaging single-player gameplay.

Advent Card Calendar (November 2016) - HTML, CSS, JavaScript

- Created a drawing app that allows the user to draw and use stamps of existing images.
- Implemented an advent calendar mechanism that is able to detect the day.
- Built desktop applications using Electron for cross-platform compatibility.

Quest We Can! (October - December 2016) - HTML, CSS, JavaScript

- Developed a mobile web app that gamifies group projects and task delegation.
- Allows users to share tasks within groups and visualize productivity.
- Wrote code to manage dealing and taking damage for both users and enemies.
- Created an interactive UI and conducted user testing to improve UX.
- Utilized the tools: jQuery, node.js, express, and AJAX
- Hosted at: <http://press-start.herokuapp.com>

Pomododn't (April 2015) - Java

- Wrote a timer program for use with the Pomodoro technique for time management.
- Implemented timer functionality that tracks both working time and elapsed time.
- Created an interactive GUI using the Java Swing libraries.
- Developed a UI that reacts to stages of the Pomodoro technique.

Selected Courses:

- CSE100: Advanced Data Structures
- CSE101: Algorithms
- CSE110: Software Engineering
- CSE130: Programming Languages
- COGS187A: Usability & Information Architecture
- CSE170: Interaction Design
- CSE150: Introduction to Artificial Intelligence
- CSE151: Introduction to A.I.: A Statistical Approach