Irene Ying

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Education

University of California, San Diego
B.S. Computer Science
Expected Graduation: Spring 2017
Major GPA: 3.77

Skills

Languages:
Java
HTML / CSS / JavaScript
SQL
Python
C++

Tools:
Eclipse / Atom / Vim
Git
Microsoft Office
Adobe Photoshop / Illustrator
Axure RP
Bootstrap

Projects

Pong
- Simple game replica made using HTML canvas and JavaScript.
- Supports single-player as well as local multiplayer.

Pomodon't
- Productivity timer that utilizes the Pomodoro technique for time management.
- Tracks both elapsed time as well as time spent on task.
- Alerts the user for breaks as well as for going off task.
- Built using Java.

Relevant Experience

Software Engineering
- Experience with Agile methodology.
- Developed utility software as well as interactive games on both web and desktop platforms.

Problem Solving
- Implemented and utilized various data structures and algorithms.
- Participated in programming competitions using Java and Python.

Teamwork
- Developed an app with a group of five other people and effectively communicated with each of the members in order to convey ideas and stay aware of the project's status at all times.
- Worked with a group of six other people to create an app prototype and and kept the team updated on the direction of the project as well as its status at any given time.
- Collaborated with a group of four other people on a marketing plan and facilitated progress on our work by presenting new ideas when the project came to a stop and keeping the team on track.

Communication
- Created and presented presentations for various projects that detailed the methods and various features of the project to classroom-sized audiences.
- Created and presented presentations for timed Ignite speeches that outlined and explained to the audience how to develop various skills.