

Irene Ying

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Projects:

Bilge Dice (April 2017) - Python

- Remake of ex-Neopets game Bilge Dice
- Developed three different AI for non-player opponents for interesting single-player gameplay.

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

- Combines an advent calendar mechanism with a drawing app for creating digital christmas cards.
- Desktop application created using Electron for cross-platform compatibility.

Quest We Can! (Fall 2016, 3-person project) - HTML&CSS, JavaScript

- Utilized the JavaScript tools: jQuery, node.js, express, AJAX
- Mobile web app that gamifies group projects by making task delegation within groups easy and engaging.
- Allows users to share tasks among their group and visualize what gets done.
- <http://press-start.herokuapp.com>

PONG (October 2016) - HTML&CSS, JavaScript

- A replica of the classic Pong game that includes both single and multiplayer gameplay.

Pomodori (April 2015) - Java

- Developed a timer program that replicates the Pomodoro technique of time management.
- Implemented timer functionality that tracks both working time and elapsed time.
- Created an interactive GUI using the Java Swing libraries.

Skills:

- *Proficient with:* Python, Java, HTML&CSS, JavaScript, Git
- *Knowledge of:* C++, jQuery, Bootstrap, Electron, SQL, Unity
- *Other:* Problem Solving, Teamwork, Communication

Education:

University of California, San Diego

Bachelor of Science, Computer Science

GPA: 3.7

Graduated: March 2017

Relevant Courses:

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