ALBERT CHEN

SOFTWARE ENGINEER

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Github | Global Game Jam | linkedin

TECHNICAL SKILLS

Proficient
 Kotlin, C, Android Studio
Competent
 Java, C#, Unity, MySQL
Novice
 Python, C++, Haskell, Matlab, Typescript

LANGUAGES

Fluent
 English, Mandarin Chinese
Lower Intermediate
 Japanese
Beginner
 Russian

RELEVANT COURSEWORK

Object Oriented Programming
Algorithms and Data Structures
Graphics and Interaction
Computer Vision
AR and VR for games
Operating Systems
Computer Security
Database Systems

INTERESTS

Hiking
Volleyball
Cooking
Traveling
Keyboard and Guitar

WORK EXPERIENCE

SOFTWARE ENGINEER COOP

Match Group Plus 1 Labs, Dallas, TX. | Jan-Jul 2019

- Implemented various features of Android version of Ship, a matchmaking app that involves friends
- Worked closely with product managers to determine weekly sprints

RESEARCH ASSISTANT

University of Texas at Austin, Austin, TX. | Jun-Jul 2018

- Diagnosed navigational problems of robot using Robot Operating System and bash scripting

EDUCATION HISTORY

UNIVERSITY OF MELBOURNE

BS Science, Computer Science

- Overseas exchange at The University of Texas at Austin in 2018
- Awarded Melbourne Global Scholars Award 2017
- 3rd-place in Jane Street Electronic Trading Challenge, 2017
- Runners up in Melbourne Facebook Hackathon 2017
- Treasurer of University of Melbourne Drones and Robotics Society 2017
- Treasurer of ICC Avalon Cooperative House, Austin 2018
- Graduated with first class honours, Dec 2019

PERSONAL PROJECTS

AR friend locator
- Used Wikitude SDK with Android Studio to locate user's friends on camera
Course Info Scraper
- Used Java and Jsoup to scrape subjects from The University of Melbourne's subject handbook and displays selected subject timetables
Moody Foodie
- Used ARCore and C# in Unity to create living room tower defense game
The Eggsterminator
- Used Cg/HLSL to write Phong shader and Cel shader for Unity