# Christine Ying

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## EDUCATION

**B.S. in Computer Science Games (Transfer) |** University of Southern California
**AUGUST 2017 – MAY 2020**
GPA: 3.7/4.0

## EXPERIENCE

**Software Engineer/Full-Stack Intern |** Boeing Intelligence & Analytics
**JUNE 2019 – AUGUST 2019**
- Built facial recognition association and organization tool that visualizes data on the results of multiple datasets to see frequent associates and find occurrences of objects and people through a set of images
- Designed RESTful backend server for GET/POST requests to the frontend
- Architected multithreading solution to improve scalability and upload times
- Utilized: Java, Javascript, React, Node, Express, Bash, CSS, various AWS services

**Software Engineer Intern |** Westat
**JUNE 2018 – AUGUST 2018**
- Built an app that used bluetooth to allow GPS data from user's location (from an iPhone) to be recorded in a survey on a Windows laptop
- Utilized: C, HTML, XML, Javascript, CSS

**Tutor |** UCSD
**JAN 2017-MARCH 2017**
- Mentored students with programs involving data structures in C++

## PROJECTS

**Software Engineer Team Member |** ShortStacked?
**MAY 2019 - CURRENT**
- A multiplayer couch co-op using Unreal engine in C++ incorporating networking, mechanics, a main game loop, and self-made assets

**Game Development/Design Team Member |** Batteries not Included
**SEPT 2018 - DEC 2018**
- A horror co-op game with Gameplay, Mechanics, self-made art, and assets
- Utilized: C#, Unity game engine, WWise, Autodesk Maya

**Personal Project |** Raytracer
**JAN 2017 - MAY 2017**
- Generates realistic images from file of vertices incorporating reflections, shadows, etc. in openGL

**Personal Project/Team Member |** Airline Distance Generator
**FEB 2016 - MARCH 2016**
- Exposure to data mining, scraping from online API and graph search algorithms

## TECHNICAL SKILLS

- Proficient: C++, C, Java, mySQL, Agile/scrum development methods, Javascript
- In progress: 3DS Max,  HTML, C#, React, CSS, Python, Neo4j, UX/UI practices, Jira, various AWS services, ETL procedures, Unity, Maya, WWise, ExpressJS, NodeJS, HTML, CSS, Bash, C#