ALINDA HENG

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SKILLS

Languages: C#, Python, Java, C, C++, HTML, CSS, JavaScript
Tools: Flask, Unity Engine, Unreal Engine, Git, Sourcetree, Jira, Visual Studio

WORK EXPERIENCE

Software Engineer Co-op — Curriculum Associates, Learning Games [San Francisco Apr 2019 - Oct 2019]
- Maintained and updated C# code for cross-platform educational games built in Unity.
- Collected first-hand impressions from young students to help facilitate research on gameplay mechanics, user enjoyment and engagement, and student understanding of math concepts.
- Participated in collaborative game design and development processes, working with cross-disciplinary teams.
- Developed the skills necessary to be a part of an Agile Scrum team.
- Authored onboarding guide for new hires.
- Coordinated team-building events for the office.

PROJECT EXPERIENCE

I-Ready Learning Games — Educational Math Games
- Developed algorithms and prototypes for game mechanics.
- Implemented features to accommodate a diverse player base, including Spanish localization and mobile interaction.
- Documented, investigated, and resolved bugs.
- Contributed to an on-time release of a new game, which was played by 150,000+ students in its first week.

alinda.dev — Portfolio Website (https://alinda.dev/)
- Built a personal website from the ground up in HTML, CSS, and JS.
- Designed responsive layout to accommodate a variety of screen sizes.
- Adapted code to ensure compatibility with multiple platforms.
- Adjusted CSS in conjunction with JS to create visually appealing effects and aesthetics.
- Utilized Netlify to make the site available to the World Wide Web with auto-deployment.

Stalkback — Social Media Site
- Utilized Flask, SQLite, and various libraries to build a sample social media site that allows users to categorize their posts, follow others, and interact with posts.

EDUCATION

California State University Channel Islands [Graduated May 2017]
- B.S. in Computer Science, Minor in Mathematics, Minor in Robotics Engineering