Betty Qin

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Education

M.S. Computer Science
DePaul University
December 2024

B.S Animal Science
University of Illinois At Urbana-Champaign
December 2018

Skills

Programming Languages:
- C++
- C#
- Python
- Java
- TypeScript
- Go

Framework & Tools:
- AWS (EC2, Lambda, S3)
- Firebase
- Git
- Perforce
- React
- CI/CD

Systems & Domains:
- Distributed Systems
- Real-Time Architecture
- Cloud Infrastructure
- Performance Optimization
- Web & Application Development

Certifications:
- AWS Certified Cloud Practitioner

Languages:
- English(Professional)
- Chinese Mandarin (Native)

Summary

Software Engineer experienced in full-lifecycle software development. Skilled in C++ and C#, with a strong focus on building scalable, maintainable systems and proactively solving technical challenges in collaborative environments.

Work Experience

Software Developer - Freelance 08/2023 - Current
[C++, C#, AWS]

- Delivering **interactive and data-driven applications** with end- to-end ownership across backend services and frontend architecture.
- Engineered real-time distributed client-server systems with **AWS (EC2, Lambda, S3) a**nd **Firestore**, supporting live session management, user data sync, and online matchmaking.
- Developed **scalable web-based and client applications**, integrating cloud APIs and backend services to support interactive, data-driven user experiences.
- Partnered with clients to translate requirements into scalable, maintainable solutions and deliver production-ready builds on schedule.

Argosoft Games - Lead Programmer 04/2025 – 12/2025
[UE5, C++]

- Built core real-time interaction systems**,** including a modular interactables framework and scalable player ability system using **GAS(The Gameplay Ability System)**, powering puzzle mechanics and combat flow.
- Created a modular **boss AI framework** using State Trees, supporting reusable enemy behavior patterns across levels.
- Defined engineering workflows (GitHub branching, code review, bug tracking) that reduced merge conflicts and onboarding time by ~50%.
- Led coordination between engineering, design, and art teams to optimize cross-discipline pipelines and ensure scalable feature delivery.

Escape Room Game Series – Solo Developer 01/2021 - 03/2022
[Unity, C#]

- Designed, developed, and published 3 escape room games with original puzzle mechanics and **multiplayer** synchronization using **Netcode for Gameobjects** by Unity.
- Delivered full end-to-end software ownership including design, programming, UI/UX, and testing.
- Achieved over **5,000 users and ~$5,000 in revenue** across platforms, demonstrating scalability and strong user engagement.
- Implemented a **CI/CD pipeline** automating build, test, and deployment workflows for Steam releases, enabling continuous delivery and rapid update cycles with minimal downtime.