ANTHONY CHEN

631-428-5478 | chen.anth@northeastern.edu | github.com/Anzchen ⊡ | linkedin.com/in/anthonyzchen ⊡

EDUCATION

Northeastern University   **Expected Spring 2025**
B.S. in Computer Science and Business Administration   *Boston, MA*
Cumulative GPA: 3.83/4.00 | Dean's List for all semesters

Relevant Courses: Foundations of Software Engineering | Object-Oriented Design | Algorithms and Data | Database Design | Networks and Distributed Systems | Discrete Structures | Investments | Financial Management | Financial Accounting

PROJECTS

Fishing Game Area ⊡ | *JavaScript, React, CSS, Chakra UI*   **Spring 2023**
- Proposed an enhancement to the Covey.town codebase with a game where players could fish and spend downtime.
- Facilitated project tasks with the group and planned meetings and milestones to ensure consistent progress.
- Engineered React frontend components for the game inside a modal styled with Chakra UI.

NURecs ⊡ | *JavaScript, CSS, HTML, MongoDB*   **Spring 2023**
- Built a WebApp from scratch to expedite the Boston restaurant exploration process for new students at Northeastern.
- Experiemented with routing for multiple pages, and CSS/HTML elements for an interactive user experience.

Image Processor | *Java*   **Fall 2022**
- Developed an image processing program which provides ease in image transformation and variation.
- Utilized function objects and MVC architecture in developing features such as loading, saving, and applying filters.
- Enhanced user experience by creating a GUI, script parser, and custom internal command selection.
- Displayed data visualizations of color value frequency in the loaded image's RGB distribution.

NUFind ⊡ | *Python, SQL*   **Fall 2022**
- Created a search query application to assist students in finding organizations and events suited to their interests.
- Designed a database and a respective REST API populated with a sample dataset of students, organizations, and faculty.
- Implemented HTTP methods to request data from the database for updating the interactable UI.

Maze | *Java, C++*   **Spring 2022**
- Created a maze program that generates a random maze and devises the shortest path solution using breadth first and depth first search algorithms in addition to abstract data type deque to keep track of routes.

WORK EXPERIENCE

TJX   **Summer 2021**
Sales Associate   *Port Jefferson Station, NY*
- Assisted in solving customer problems and readily responding to customer requests regarding products, such as where products are located and prices of products, to promote a high level of customer satisfaction.
- Operated cash register, handled transactions, and accounted for cash in drawers to ensure a balanced amount.

Mobileware   **Summer 2019**
Programming and UI/UX Design Intern   *Mount Sinai, NY*
- Co-created a simple weather application networked with an online API to retrieve real-time data.
- Designed a group scheduling application which helps prevent scheduling conflicts using Swift and SwiftUI.

IBPS Summer Camp   **Summer 2019**
Camp Counselor   *Godeffroy, NY*
- Arranged recreational activities, such as art, crafts, and games, centered around the Buddhism Three Acts of Goodness by collaborating with fellow counselors to foster cooperative relationships between campers.
- Supervised and remedied camper behavioral issues of over 200 campers by reporting concerns to camp leadership and communicating frequently with parents to improve campers' experiences.

SKILLS

Applications/Tools: Git | VSCode | MongoDB | Docker | React | Microsoft Office (Word, Excel, PowerPoint)
Programming Languages: Java | Python | JavaScript | CSS/HTML | C++ | SQL | Swift