

Christine Chen

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EDUCATION

University of Michigan

Bachelor of Science, Engineering

- **Major:** Computer Science
- **Coursework:** Web Systems, UI Development, Software Engineering, Data Structures and Algorithms

Ann Arbor, MI

Expected April 2022

Grosse Pointe South High School

High School Diploma

- GPA: 4.17/4.33, AP Scholar with Distinction

Grosse Pointe, MI

June 2018

SKILLS

- Javascript, React, C++, Python, Vue.js, C#, HTML, CSS
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EXPERIENCE

Target

June - August 2021

Software Engineering Intern

- Developed and tested an API to migrate large amounts of assets using PostgreSQL and Python.
 - Developed a Unreal Engine plugin to import 3D assets into a scene for product designers.
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PROJECTS

osu!lazer

April - May 2021

- Contributed to an open source rhythm game, working closely with project maintainers and applying feedback to my code before integrating it into the game's codebase.

spark

December 2020

- Designed and implemented a matchmaking app for students looking for academic partnerships in a team of four people.
- Used Vue.js to develop the UI and Firebase for authentication and storing user profiles.

Bloom: Tome of Power

June - August 2020

- Developed and published a 3D retro video game with a team of 31 members (wolverinesoft-studio.itch.io) using an Agile workflow with Jira.
- Communicated closely with other team members and project leaders to implement the UI.

BattleSpace

April - August 2016

- Designed and developed a space shooter video game in a team using Unity3D, C# and Git for the National STEM Video Game Competition.