Christine Chen

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EDUCATION

University of Michigan   **Ann Arbor, MI**
Bachelor of Science, Engineering   *Expected April 2022*
- **Major**: Computer Science
- **Coursework**: Web Systems, UI Development, Software Engineering, Data Structures and Algorithms
- **Activities:** WolverineSoft Summer Studio

Grosse Pointe South High School   **Grosse Pointe, MI**
High School Diploma   *June 2018*
- GPA: 4.17/4.33

EXPERIENCE

Target   **Minneapolis, MN**
Software Engineering Intern   *June - August 2021*
- Created endpoints, tests, and CI pipelines for an API written with Python, PostgreSQL, and Kafka to migrate newly published assets in real-time
- Developed an Unreal Engine plugin in C++ to import assets from an internal 3D asset management system used by product designers at the company
- Implemented features and engineered automated tests for a web-based 3D asset viewer on an Agile team using BabylonJS, TypeScript, Jest, and Puppeteer
- Completed tickets for the company's onboarding web app for new hires written in React, which improved the UI/UX experience

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SKILLS Typescript, Javascript, React, C++, Python, Vue.js, C#, HTML, CSS, Git

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PROJECTS

osu!lazer (github.com/ppy/osu**)**
- Contributed to a large open source rhythm game written in C# using the .NET framework
- Added UI features as well as unit tests to improve player experience
- Utilized software engineering practices including code review, continuous integration, and pull request workflow

spark
- Designed and developed a streamlined matchmaking app for students looking for partners in a team of four students
- Used Vue.js to implement the UI and Firebase for authentication and storing user profiles

Bloom: Tome of Power
- Developed and published a retro styled FPS video game with a team of 31 members
- Communicated closely with other team members and project leads to implement the in-game first person UI.
- Published the project in three months using an Agile workflow and Jira for issue tracking