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

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

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

EXPERIENCE

Target   **Minneapolis, MN**
Software Engineering Intern   *June - August 2021*
- Developed endpoints, tests, and CI pipelines for a tool with an API written with PostgreSQL and Python.
- Developed a Unreal Engine plugin with C++.
- Developed, tested, and documented new features to a React frontend

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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.