

Ryan Chen

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<http://rycin.tech/>

Education

University of California San Diego

2015-2019

- Bachelor of Science Mathematics-Computer Science

Experience

- Tutor for CS110 (Software Engineering) *January 2018-April 2018*
- SDE Intern at Amazon *June-September 2018*

Projects

Muse.k ([Link](#))

August 2017-January 2018

- Chrome extension that plays Youtube videos in the background
- Users can search for and save videos for future playback
- Utilizes Google and Chrome APIs for video playback, account login, and info storage

DejaPhoto

April 2017-June 2017

- Android app for reminiscing and sharing past pictures with friends and family
- Team collaboration on design, code, and Git
- Used Jira to track issues, assign tasks, and develop user stories
- Integrates Google Maps API to display more relevant photos to the user
- Use of Firebase to connect users and share pictures

Two-Player Fighting Game

May 2015-June 2015

- Fighting game written using Processing
- Animated sprites and keyboard controls to move characters

Relevant Coursework

Advanced Data Structures, Design and Analysis of Algorithms, Theory of Computability, Software Engineering

Skills

- Java, Android, C, C++, JavaScript, HTML
- Git, Jira, ZenHub, Eclipse, Vim, Android Studio
- Agile Software Process, Design Patterns, OOD