

Jaclyn Chen

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EDUCATION

University of Washington | B.S. Computer Science

September 2021 – December 2024

- Cumulative GPA: 3.81/4.0
- Purple and Gold Scholar, UW Annual and Quarterly Dean's List for all Quarters
- Key Courses: Data Structures and Parallelism, Design and Analysis of Algorithms, Data Management, Computer Vision

EXPERIENCES

Amazon AWS SDE Intern

June 2023 – September 2023

- Automate permissions for Amazon's global workforce of 1.6 million employees, enabling teams to self-service, mitigate risks associated with loss of access or over-granted permissions, and reduce dependency on the AWS A4 security team
- Streamline processes, saving 30-40 hours of manual work per month or an average of 0.25 developer time per year

CSE 190B Teaching Assistant

September 2022 – December 2022

- Empowered 350 students to code and build a strong community of passionate innovators
- Coordinated 8 weekly learning objectives and activities ranging from inclusive behavior & responsibility to lightning knowledge building such as "What is version control?" and "How do QR codes work?"

Penn Wharton Budget Model

June 2020 – September 2020

- Created DataView, a multifaceted visualization tool for Federal Reserve Economic Data to provide accessible and transparent economic analysis of public policy to 2,000 users per month
- Extracted, filtered, and displayed millions of data series using APIs, Pandas, Flask, Python Dash, and PlotLy

PROJECTS & AWARDS

NASA Growing Beyond Contest – Cosmos | National Finalist (5th)

- Designed and constructed an enclosure to harvest food in the International Space Station, a microgravity environment
- Engineered lighting and watering systems using CAD, 3D-printing, and IoT: Arduino C/C++, FastLED library, Servos and DC motors

PennApps XX – Phoenix | Wharton's Best Hack for Resilience

- Developed an autonomous drone and webapp that scouts and extinguishes city and wildfires in a hackathon of 700 participants
- Utilized Google Cloud Vision to recognize fires, PS drone API to control its movements, & Python, JSON, and CSS for the webapp

EXTRACURRICULAR ACTIVITIES

AnitaB.org Grace Hopper Celebration Scholar

2023

Rewriting the Code Fellow

October 2021 – Present

Meta Above and Beyond Computer Science Fellow

August 2022 – Present

UW WOOF 3D | Outreach Director

May 2022 – Present

- Spearhead numerous outreach programs to strengthen interest in digital fabrication and encourage learning regardless of experience, major, or gender: expanded education team, instituted a grassroots program to provide instruction in K-12 and underprivileged schools, initiated collaborations with the UW Art department and MESH (UW's fashion student organization)

Project Lead

September 2021 – June 2021

- Led a 7-member team in developing software and processes for converting map data to 3D-printed and aluminum-casted models
- Coordinated a 3-part investment casting workshop and successfully casted a 1lb displayed model of Mount Rainier

SKILLS

- Languages: Java, Python, C, C++, HTML5, CSS, JavaScript, Typescript, Bash, Ruby
- Other: Git, Unix/Linux, React, Ruby on Rails, Django, Flask, Flutter, LaTeX, IoT, 3D modeling and printing, CAD (Fusion 360), Graphic Design/Animation (Adobe Creative Suite), G-Suite, MS Office