

# LISA CHEN

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## EDUCATION

**Virginia Polytechnic Institute and State University, B.S. Computer Engineering**  
Graduate of Honors — Dean's List

Aug 2024 - Jun 2027

## PROFESSIONAL EXPERIENCE

**Hume Center for National Security and Technology, VA Undergraduate Researcher**

Sep 2025 – Present

- Collaborate with CACI International on a machine learning program for RF signal prediction and spectrum analysis to support national security applications.
- Apply Python-based ML techniques and signal processing methods to improve model accuracy and feature extraction from radio frequency datasets.
- Attend weekly 3-hour RF research seminars led by faculty, covering advanced concepts in signal theory, modulation, and spectrum utilization.

**Virginia Tech Department of Computer Science, VA Undergraduate Researcher**

Apr 2025 – Present

- Developed a prototype math problem generator using 1B–70B parameter models to study LLMs' logical reasoning capabilities, incorporating uniqueness detection through Lean 4 as a proof checker.
- Analyzed linguistic and computational diversity in math problems by clustering GSM8K questions by concept (ratios, percentages, etc.) and evaluating variation in phrasing and computational structure.

**Virginia Tech Student Engineering Council, VA Information Technology Committee Member**

Sep 2024 – May 2025

- Identified and resolved bugs in legacy code for the Engineering Expo and transitioned the codebase to a modern tech stack (JavaScript, Svelte), enhancing UI responsiveness and reducing navigation time by 40%.
- Updated and maintained the SEC website by refining navigation and page layouts using Ensemble, ensuring a seamless experience for 13,000+ College of Engineering students.

**FIRST Robotics Competition, CA Director of Web and Robotics Development Teams**

Aug 2021 – Jun 2024

- Directed a team of 14 full-time developers (and 80 total members), contributing 700+ hours to robotics and leadership operations. Implemented GitHub version control practices, reducing code loss by 60%.
- Modernized legacy systems by integrating automated mechanisms using odometry, adaptive PID control, and AprilTag vision processing.
- Rebuilt infrastructure with React, Firebase, and MongoDB, increasing user engagement by 30%.

## PROJECTS

**Personal Website, Portfolio**

Mar 2025 – Oct 2025

- Developed a personal portfolio website using Svelte, TypeScript, and CSS, showcasing projects, research, and experience with a minimalist responsive UI.
- Deployed via Firebase Hosting with automated GitHub Actions CI/CD pipelines, reducing deployment time by 75% and improving accessibility and SEO.

**NutriScan: Food Health and Allergen Tracker, Hackathon Project**

Jun 2024 – Aug 2024

- Built an application for food barcode scanning and nutrition tracking, integrating multiple APIs to display allergen data and compute personalized health scores.
- Used EJS, Firestore, Zxing Barcode Library, and the NutriScore API to enable real-time data management and product evaluation.

## COURSES & SKILLS

- Courses: Intro to ECE, Multivariable Calculus, Linear Algebra, Calculus II, Physics I & II, Foundations of Engineering, Statistics, Circuits & Devices, Computational Engineering, Fundamentals of Digital Systems, Differential Equations, Data Structures & Algorithms
- Languages: Proficient: English — Intermediate: Chinese, Spanish
- Tools / Frameworks: Java, Python, C/C++, JavaScript, TypeScript, Verilog, MATLAB, React, Svelte, Node.js, Express.js, HTML/CSS, AntDesign, Mantine, SQL, MongoDB, Firebase, Firestore, Figma, Ensemble, Fusion 360, SolidWorks, Git, GitHub, Unity

## LEADERSHIP & ACTIVITIES

- Department of Physics, Teaching Assistant (Aug 2025 – Present):
  - Assisted 100+ students in Physics I lectures by facilitating iClicker sessions, reinforcing key concepts, and supporting in-class problem-solving and demonstrations.
- Corps of Cadets, Cadet, Virginia Tech (Aug 2025 – Sep 2025):
  - Trained and mentored peers in a training company of 30+ cadets, dedicating 20+ hours/week to leadership and military instruction focused on teamwork, resilience, and discipline.
- Code Ninjas, Intern (Aug 2024 – Apr 2024):
  - Assisted instructors 12 hours/week by mentoring students in Unity game development, Python, JavaScript, and Roblox Studio, improving engagement and comprehension among 40+ learners.
- The Leukemia & Lymphoma Society, Fundraising Manager (Nov 2022 – Jun 2023):
  - Led a 7-week fundraising campaign, organizing outreach with a 15-member team through recurring emails and regional competitions. Raised over \$45,000 to support cancer research initiatives.