**Menghan Chen**

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**Education**

University of Maryland College Park – Bachelor of Science in Computer Science 2018 (expected)

College Park Scholars (Science, Technology, and Society) 2016 (expected)

Minor in Japanese 2018 (expected)

GPA: 3.68

**Objective**

Motivated computer science sophomore seeking to apply and grow previous knowledge of computer science with a relevant internship position.

**Skills**

**Languages:**

Java, C, Ruby, OCaml, Javascript

**Technologies:**

Unix

**Relevant Coursework:**

∙ Algorithms ∙ Organization of Programming Languages

∙ Data Structures ∙ Computer Systems Architecture

**Experience**

**Robotics Service Learning (2/10/2016-Current)**

* Volunteering at Cesar Chavez Elementary School to teach students about robotics using the Lego EV3.

**Projects**

**SmartStick – Bitcamp (4/8/2016-4/10/2016)**

* Developed a walking stick for visually impaired people augmented with a Raspberry Pi and an Arduino Uno. Was capable of determining if anything was in front of the stick, relaying to the user what was in a picture taken from a camera mounted on the stick, and sending an SMS message to a close acquaintance with the location of the user.

**WB Reviews – JHacks (2/14/2016-2/15/2016)**

* Worked on a team to develop a mobile application that used the Scandit SDK to scan a barcode and return information, reviews, and related products of the scanned product using Walmart’s API. Also calculated Twitter Sentiment using AlchemyAPI.
* Won Walmart’s Corporate Challenge for Best Technical Application.

**WhatToPlay – Personal Project (1/4/2016-3/18/2016)**

* Developed a web application to help players decide what character to play using information gathered from Riot Games’ API for the video game League of Legends.