Anqi Chen

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Education

Carnegie Mellon University **Aug. 2020 – May 2025**

Bachelor of Science in Information Systems + Minor in Human-Computer Interaction *Pittsburgh, PA*

- Dean's List with High Honor (GPA: 3.54/4.00)
- Relevant Coursework: Principles of Software Construction, Programming with Python, Database Design & Development, Algorithms & Data Structures, Java for Application Programmers

Technical Skills

Languages: Python, Java, HTML/CSS, JavaScript, TypeScript, SQL
Database & Platforms : SQL database, PostgreSQL, Jupyter, Firebase, Google Cloud Platform
Frameworks: React.js, Tkinter, Bootstrap, Spring Boot

Experience

FITTD **Jul. 2023 – Present**

Software Developer *Pittsburgh, PA*

- Developed promotional webpage and **5 client-side** Chrome extension pages including saving-cart, personal-info, editing and homepage with **React.js** with smooth transition, leading to enhanced user interactions and experiences.
- Integrated the Google Search API with **Python** to analyze user-selected clothing screenshots, generating purchase links for detected items, leading to a **60%** reduction in manual search time, benefiting over **200 users**.
- Leveraged Firebase's real-time database and cloud functions to architect a serverless backend, facilitating **200** concurrent users, and enabled link-saving to personalized carts, achieving **83%** data persistence across **200+** daily devices.

Confirmed **May 2023 – Jul. 2023**

Front-End Developer Intern *Pittsburgh, PA*

- Revitalized the user interface of various email types using **HTML**, **CSS** and **SendGrid** System to improve information clarity and reduce client confusion, resulting in an impressive **12%** boost in email open rates.
- Implemented web accessibility (WCAG) standards in **WordPress**, raising the score from **73 to 86**, and addressed frontend bugs, enhancing overall software quality and elevating user satisfaction by **8%**.
- Enhanced the Spring Boot meeting system in **Java** to manage client attributes and integrate sender details, streamlining feature additions for **100+** daily meetings and reducing future development time.
- Addressed gaps in code's test coverage to ensure software robustness by utilizing **JUnit** and **Mockito**, successfully achieving the team's **80%** code coverage threshold.

Carnegie Mellon Student Academic Success Center (Part-time) **Aug. 2023 – Present**

Academic Tutor *Pittsburgh, PA*

- Led intensive **12-hour** weekly sessions on **algorithms**, **data structures**, and programming in **Python** and **Java**.
- Guided students through coding challenges, enhancing debugging, and algorithm skills, elevating class performance.

Notable Projects

Personal Website Generator | Java, Typescript *Apr. 2023 - Jun. 2023*

A full-stack application to convert text resumes into personalized websites.

- Applied **object-oriented design (OOD)** principles in **Java** to implement the 'DataPlugin' interface and create 'DOC', 'Text', and 'PDF' plugins, allowing versatile file format management, and enhancing customization capabilities.
- Developed visual components like timelines for **25** resumes with **Java** for data processing and **Typescript** for GUI.
- Created Java servlets with **RESTful APIs** using **NanoHTTP** to handle HTTP requests and responses.

College Employment Data Visualization Framework | Java, React.js, JUnit *Feb. 2023 - Mar. 2023*

A full-stack online application helps user visualizes college student employment data.

- Developed a **Java** web-based framework to visualize alumni employment data by integrating **3 APIs** for data parsing.
- Crafted object structures with Object Model diagrams, enhancing the connections between different interfaces such as dataPlugin and visualPlugin interfaces within the framework, utilizing skills in **Java** and **React.js**.
- Developed rigorous **JUnit** test cases, specifically targeting **JSON** parsing functions, to fortify backend integrity.

Plants vs. Zombies Game | Python, Tkinter *Jun. 2021 - Jul. 2021*

A tower-defense game inspired by the classic Plants vs. Zombies, implemented using Python.

- URL: https://github.com/SapheSab3r/15112_Term_Project
- Optimized the bullet collision detection algorithm, and designed a unique projectile trajectory algorithm in **Python** resolving aiming issues and improving accuracy.
- Developed an algorithm to evaluate each line's plant defenses, dynamically bolstering zombie attacks and defenses against weaker lines, enhancing the game's challenge.