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 (3.52 GPA)

Technical Skills

Languages: Python, Java, HTML/CSS, JavaScript, TypeScript, C, SQL database, R
Tools and Frameworks: React, GitHub, Node.js, Figma, Bootstrap, JUnit, VS Code, Git, Firebase

Experience

FITTD (Part-time) **Mar. 2023 – Present**

Software Developer *Pittsburgh, PA*

- Developed **4** client-side chrome extension pages including shopping-cart, personal-info, editing and check-out by **React.js** with smooth interface transitions.
- Employed **React.js** to enhance FITTD's Chrome extension, streamlining customer online shopping, enriching user experience, and amplifying service utilization by **8%**.
- Integrated **Firebase** for real-time data management, efficiently storing order forms for over **50** students.

Confirmed **May 2023 – Jul. 2023**

UI/UX Developer Intern *Pittsburgh, PA*

- Revitalized the user interface of various email types using **HTML**, **CSS**, and **Figma**, yielding a **12%** surge in email open rates, **20%** enhancement in information clarity, and a **30%** decrease in client confusion.
- Facilitated meeting confirmations by **10%** through a user-centric redesign of the confirmation and offer email layouts, optimizing the user journey and the meeting booking process.
- Worked in an agile environment, utilizing JSON for data testing, and executed rigorous integration testing to ensure email layout quality across different devices.

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

Academic Tutor *Pittsburgh, PA*

- Led intensive **12-hour** weekly sessions, focusing on core software engineering topics: **algorithms**, **data structures**, and programming in **Python** and **Java**.
- Assisted students in practical coding challenges, including debugging, optimization, and efficient algorithm implementation, resulting in improved class performance.

Notable Projects

College Employment Data Visualization Framework | Java, React.js, Git *Apr. 2023 - May 2023*

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

- Developed a web-based framework using **Java** to extract and visualize college alumni employment statistics, integrating Spreadsheet, PDF, and Web APIs.
- 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**.
- Created comprehensive test cases using **JUnit**, including robust tests for **JSON** parsing functionalities, ensuring an error-free backend.

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

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

- Implemented 3 distinct types of plugins using **Java** in the backend to handle different file formats including DOC, JSON, and PDF, broadening customization options.
- Engineered visual components such as experience timelines and word clouds for **23+** resume files, utilizing **Java** for backend processing and **TypeScript** for frontend aesthetics.
- Created Java servlets with **RESTful APIs** using **NanoHTTP** to handle HTTP requests and responses, streamlining communication between the frontend and backend.

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

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

- Planned the logistics to capture and incorporate crucial elements and features within the game.
- Innovated trajectory algorithms for Kernel-pult and Cattail projectiles in **Python**, resolving aiming issues and boosting the accuracy of projectiles by **17%**, thereby improving game dynamics and user satisfaction.