

# Anqi Chen

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## EDUCATION

**Carnegie Mellon University**

Graduation: May 2024

Information Systems Major + Human-Computer Interaction Minor

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## SKILLS

**Technical Languages:** Python, HTML, CSS, JavaScript (React.js & React Native), Java, Git

**Tools:** Figma, Adobe Photoshop, Illustrator, InDesign, Miro, Trello, VSCode

**UI/UX:** User-Centered Design, Wireframing, Prototyping, Storyboarding, Personas

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## EXPERIENCE

Nile

Apr. 2022 – Present

**Front End Developer | Part-Time**

Pittsburgh, PA

- Develop interface of a mobile application for e-Commerce using React Native to improve consumer delivery experiences through setting up user registration and package tracking pages.
  - Aid with back-end developments in JavaScript to retrieve and display user data on the search navigation and package information page.
  - Utilize Expo as a development environment in order to visualize and conduct integration testing for the application.
  - Communicate with the team manager and the designer to explore ways to refine the front-end interface and reported weekly tasks and results to the team channel.
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## NOTABLE PROJECTS

MyWorld

Feb. 2023

**Team Manager + Front End Developer | Tartan Hackathon**

Pittsburgh, PA

**(Award Recieved: The First Penguin Award)**

- Directed the development of the webpage project to create an online community-friendly platform for Pittsburgh communities and set milestones and checkpoints for the team members under time pressure
  - Designed and built interactive webpages using React.js and successfully merged and linked all other completed webpages to the home page website.
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Ancient Beast Open Source Contribution

Nov. 2022 – Dec. 2022

**Front End Developer | Open Source Project**

Remote

- Implemented the hotkey feature to display the score menu in the game mode when pressing the 'T' key on the keyboard.
  - Set plans to update the game website based on the existing code base to get a deeper understanding of the file structures.
  - Achieved a successful pull request by notifying the open-source maintainer and communicating the issue and changes.
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Plants vs Zombies Game Clone

Jun. 2021 – Jul. 2021

**Back End Developer | Programming Course Project**

Pittsburgh, PA

- Developed a tower-defense game using Python to better comprehend the development process and programming features.
  - Improved debugging skills by solving timing issues and projectile aiming features for catapulting in the game.
  - Employed modular, top-down design in-game construction.
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## LEADERSHIPS

**Information Systems (IS) Student Ambassador PM** | CMU Information Systems Department

Feb. 2023 – Present

- Usher the community-building initiatives to over 100 students in the Information Systems Department by collaborating with IS academic advisors and faculties to build stronger IS community bonds and provide networking and event opportunities.
  - Secure food services and deliveries for the Information Systems (IS) Day of feeding 200 more students and faculties.
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**Academic Coach** | CMU Student Academic Success Center

Jul. 2022 – Present

- Mentor students on improving time management, note-taking, and other productive skills
- Host workshops and provide one-on-one support to students in the academic area