

MENGtian CHEN

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EDUCATION

University of Southern California	Los Angeles, California
Master of Science in Computer Science	January 2023-December 2024
<ul style="list-style-type: none">Relevant Coursework: Analysis of Algorithms, Database Systems, Web Technologies,Advanced Mobile Devices and Games,Foundations of Artificial Intelligence,Computer Networks	
Xidian University	Shaanxi, China
Bachelor of Science in Computer Science	September 2018-July 2022

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, Go,Unity, SQL, JavaScript, TypeScript, HTML5/CSS3
Software & Frameworks: React.js, Next.js, RESTful API, Node.js, Express.js, Angular,Flask,Django,React Native,ASP.Net
Tools: Git, Docker, AWS (EC2, S3, Lambda),Linux, Cmake, Android Studio,Xcode,Matlab,Visual Studio,Bash
Databases: MySQL, MongoDB

WORK EXPERIENCE

One Community Global	San Gabriel, California
Software Developer Intern	February 2024-Present
<ul style="list-style-type: none">Developed a platform enabling workforce management, project oversight, and collaborative decision-making, integrated though RESTful APIs with React for an intuitive user experience, serving over 5,000 monthly users and managing 10,000+ database recordsImplemented server-side logic using Node.js and Express.js, enhancing data interaction with MongoDB databases.Converted class components to function components, integrating React Hooks for state and lifecycle management, and restructured rendering and props for enhanced code efficiency.Utilized Postman for API testing and Jest for Javascript testing, ensuring robust functionality through detailed PR review.	
StartNation,Inc	Livermore, California
Software Developer Intern	February 2024-Present
<ul style="list-style-type: none">Responsible for developing and maintaining frontend of equity-driven platform's desktop website and mobile application.Utilized frontend technologies such as HTML5, CSS, and ECMAScript to ensure elegant page rendering and cross-device compatibility.Built dynamic user interfaces using React and Typescript to enhance user experience, improving system security with rate-limiting measures ,enhancing user engagement by 15%Collaborated with backend team to implement frontend-backend data exchange, ensuring smooth platform functionality.	

ACADEMIC PROJECTS

SecureRoom C++, TCP, UDP, Socket Programming, Network Security	January 2024-May 2024
<ul style="list-style-type: none">Constructed secure server-client interactions using TCP sockets and inter-server communication via UDP sockets,ensuring both efficiency and reliability in the Room Reservation SystemDevised a multi-phase authentication process featuring dynamic encryption,employing character offset techniques for robust username and password encryption,highlighting a robust approach to data security.Implemented real-time on-screen messaging for user feedback during system operation, enhancing user engagement and transparency, and showcasing adeptness in providing seamless user experiences for 20+ scenarios.	
Ice And Fire C#, Unity, Firebase	January 2024-March 2024
<ul style="list-style-type: none">Designed a 2D trajectory-based space game where players control a character navigating through a challenging cosmic environment with the goal of collecting different elementsImplemented the character's navigation and control systemImplemented a dynamic move outcome system that rewards or penalizes players based on their interactions with various elements, adding depth and strategy to the game playBuilt the game with Unity WebGL and hosted the game online	
EventMaster Python, Flask, AWS	February 2023-March 2023
<ul style="list-style-type: none">A website leveraging multiple APIs for comprehensive event search functionalityEngineered a scalable event-search website using Flask and deployed it on AWS EC2Integrated Ticketmaster API for event search, ipinfo.io API and Google Maps Geocoding API for location data, enriching user queries with comprehensive detailsDeveloped front-end using HTML/CSS/Javascript and DOM, enhancing user experience and interaction	