Ting-Shiuan Chen

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SKILLS

Programming Language: C++, Python, JAVA, HTML, CSS

Software: Visual Studio Code, Github, Google Collaboratory, Jupyter Notebook, Figma, Adobe Premiere Pro, Wordpress, Wix, MS Excel

Operating Systems: Windows, Linux

Design: Usability Study, Prototyping, Storyboard, Video Editing, Interactive and User Interface Design

Language: English, Mandarin

EDUCATION

Bachelor of Science in Computer Science & Software Engineering *June 2022*

University of Washington Bothell

- GPA: 3.72

Associate in Arts and Sciences, AAS-DTA, Bellevue College *August 2020*

ACADEMIC RESEARCH & PROJECTS

Data Analysis of The Visitors in Seattle Park During Pandemic, Data Analysis *March 2022- June 2022*

- Analyzed Twitter data and the Seattle area census track data to observe the behavior change of the visitors in Seattle Parks during the Pandemic from 2018 to 2021
- Collaborated with 3 research team members to develop Python code to extract Seattle Park data, crawl tweets from Twitter API, do tweets analysis including the sentiment analysis
- Analyzed the Census Tract data by using Kats (Kits to Analysis Time Series), a new python library, to understand if the data is suitable for forecasting

A Remote Student Club Application, Human-Computer Interaction *October 2021-December 2021*

- Designed a remote student club application by using user-centered design methods to support campus community members engage with each other through the online channel
- Collaborated with 6 team members to conduct interviews and usability tests with potential users to understand the required functions and the improvements of the interface design
- Used Figma to create a prototype for the application with a user-friendly interface design

Inventory Tracking System, Data Structures and Algorithms *May 2021-June 2021*

- Used C++ to develop a store inventory tracking system to track customer transactions and the inventory history with a given input files including customers and products information
- Implemented and tested a code by creating a binary tree to store customer list, a hash table to store inventory list, a customer class to store customer information
- Applied inheritance and polymorphism concepts to build Coins, Comic books, and Sports Cards product class to store product information

Banking Accounts, Data Structures and Algorithms *November 2020 – December 2020*

- Used C++ to build a system for processing banking transactions with a given transactions file
- Designed queues to store all transactions information such as open accounts, withdraw funds, deposit funds, transfer funds, or print the transactions history, and used a binary search tree to store the client accounts
- Collaborated with a design team of 4 peers and programmed with an implement team of 2 peers