


Addison Chen

Experienced in web and mobile development. Completed coursework related to networks and computer systems.

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 addison-chen.com

WORK EXPERIENCE

Software Engineering Intern

Apple Inc. | May 2021–Present

- Update client macOS components based on iOS API flows and design.
- Research and compare frameworks to make critical design decisions.
- Build professional relationships with teams that own frameworks.
- Work closely with server engineers to integrate new client components.
- Learn design patterns while studying a new codebase and language.

R&D iOS Developer Co-op

Bose Corporation | Jul. 2020–Dec. 2020

- Developed front and backend components for a prototype iOS application.
- Analyzed user research and compared relevant existing applications.
- Learned SwiftUI and integrated audio and speech APIs.
- Involved in launch of noise-canceling software (PinPoint).
- Collaborated closely with both the client app and machine learning teams.
- Quickly learned new skills to adapt to a wide range of tasks involving Python, EC2, S3, and TensorFlow.
- Developed a desktop-to-desktop test suite with a web-based report UI.
- Collected and prepped data for training a machine learning model based on test results.

Website Designer

In Memory of 6 Million | Jan. 2020–Present

- Redesign and maintain website for charity concerts.
- Gain experience communicating with a diverse team from many different professional backgrounds.

PROJECTS

PearCode

React/Phoenix | 2021 | github.com/addisonchen/pearcode

- Collaborative coding website that allows users to run, share, and save code.
- Gained exposure to WebSockets as well as developing an API backend.
- Researched and implemented Phoenix Presence for live activity tracking.
- Hosted a Judge0 API instance to compile and execute source code.

F1 Database

Flask/MySQL | 2020 | github.com/addisonchen/f1database

- Used MySQL to create a database including triggers and functions.
- Utilized Flask to develop a client application that handles CRUD operations.
- Included Twitter statistics using the Twitter API and Tweepy.
- Visualized data for analysis with JavaScript charts.
- Experienced integrating the front and backend of a web application.

iOS Game

Swift/SpriteKit | 2019 | github.com/addisonchen/Hexagon-Game

- Developed a dodge obstacles game based on a fractal pattern.
- Focused on handling user gestures and creating a simple UI.
- Practiced learning a new language in a new development environment.

Northeastern University

Boston, MA | Graduating May 2022

Khoury College of Computer Sciences
Candidate for Bachelor of Science in
Computer Science

Honors: Honors Program **GPA:** 3.46/4.0

Activities: Student Alumni Ambassadors

Coursework

- Web Development
- Object Oriented Design
- Computer Systems
- Networks & Distributed Systems
- Database Design
- Embedded Design
- Algorithms
- Theory of Computation
- Graphic Design

Hard Skills

Languages

- Swift
- Python
- JavaScript
- HTML/CSS
- Java
- Objective-C (familiar)
- Elixir (familiar)
- MySQL (familiar)
- C (familiar)

Tools

- Linux & MacOS
- Git
- React
- Flask
- Phoenix
- Nginx
- AWS (EC2, S3)
- Adobe Suite
- Audacity
- TensorFlow (familiar)

Interests

