


# Addison Chen

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

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## WORK EXPERIENCE

### Software Engineering Intern

**Apple Inc.** | May 2021-Present

- Redesign client macOS components based on iOS user flows and design.
- Research and propose frameworks to make critical project decisions.
- Build professional relationships with teams that own frameworks.
- Work closely with server engineers to integrate new client components.
- Create, build, and integrate framework extensions and plugins.
- Practice prioritization and estimation to manage scope and time.
- Participate in sprint cycles and source control, utilize new workflow tools.

### R&D iOS Developer Co-op

**Bose Corporation** | Jul. 2020-Dec. 2020

- Developed view and model components for a prototype iOS application.
- Analyzed user research and compared relevant existing applications.
- Involved in launch of noise-canceling software (PinPoint).
- Collaborated 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.

### Website Designer

**In Memory of 6 Million** | Jan. 2020-Present

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

## PROJECTS

### PearCode

**React/Phoenix** | 2021 | [github.com/addisonchen/pearcode](https://github.com/addisonchen/pearcode)

- Coding website that allows users to run, share, and pair code live.
- 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](https://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](https://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
- Objective-C
- Python
- JavaScript
- HTML/CSS
- Java (familiar)
- Elixir (familiar)
- MySQL (familiar)
- C (familiar)

#### Tools

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

### Interests

