

# Amy Chen

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## EDUCATION

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- **Carnegie Mellon University** August 2024 – May 2027 Expected  
*Bachelor of Science in Computer Science* | GPA: 4.0/4.0 Pittsburgh, PA
  - Relevant coursework: Ethics & Policy Issues in Computing, Computer Graphics, Parallel and Sequential Data Structures & Algorithms, Great Ideas in Theoretical CS, Mathematical Foundations of CS, Principles of Imperative Computation, Principles of Functional Programming,

## TECHNICAL SKILLS AND INTERESTS

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**Programming Languages:** Java, C++, C#, C, Python, SML, Java Swing, HTML, CSS, Julia, Racket, Latex

**Developer Tools:** Unity, Git, Perforce, Android Studio, Visual Studio Code, Eclipse, Vim

**Soft Skills:** Leadership, Organization, Communication, Independence, Flexibility

**Tools:** Adobe Suite, Google Suite, Office 365, Trello, Gantt, Notion, Slack

**Areas of Interest:** Assistive technology, UI/UX, Game Development, Theoretical CS, Computer Graphics

## WORK EXPERIENCE

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- **TA, Great Ideas in Theoretical CS (15-251)** August 2025-Present  
*Carnegie Mellon, 5000 Forbes Avenue, Pittsburgh, PA 15213*
  - Working 15 hours/week while also balancing CMU classes and extracurriculars
  - Holding office hours and mentoring a 12 students to provide personalized academic support
  - Co-teaching 2 recitation per week, helping prepare test review materials, and planning class events
- **Programming TA, National High School Game Academy** June 2025 – August 2025  
*Carnegie Mellon Precollege and ETC, 700 Technology Dr, Pittsburgh, PA 15219*
  - Spent 3 weeks developing a 2-week curriculum on the basics of C# and Unity, and 6 weeks teaching students
  - Taught a production workshop to 40 students and served as a liaison between team producers and NHSGA faculty
  - Mentored 6 students and 2 6-person teams by checking in on them and providing academic and life advice
  - Regularly interacted with all 80 students when debugging code and mediating team conflicts.

## PERSONAL PROJECTS

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- **Pocketfish** March 2024  
*UI designer and front-end developer* | React.js, VS Code | MIT Blueprint Hackathon project
  - Developed an AI-powered mobile app for evaluating the board state of physical chess games based on a photo
  - Designed and implemented all UI elements using React.js and presented work to judges at the MIT hackathon
- **Pizzapocalypse** July 2023 – August 2023  
*Team Producer and visual artist* | Unity, C#, Perforce, Github | 2023 CMU NHSGA Project
  - Pitched and produced a mobile game with racing elements created in Unity and published on the IOS App Store
  - Delegated tasks to a team of five, organized a three-week timeline, and animated game sprites and environments
- **Scopey: An Affordable Robotic Feeding Device For Mobility Restrictions** February 2023 – October 2023  
*Designer, engineer, and document author* | OnShape | Assistive tech group project
  - Engineered and built an assistive feeding device to pick up food and bring it to the user autonomously
  - Researched competitors and collaborated in a team of eight along with a client with mobility restrictions
- **Launchguide** March 2023 – April 2024  
*Full-stack developer* | Android, Java, XML | 2024 Congressional App Challenge Winner
  - Developed an ML-powered mobile app to notify visually impaired users of crosswalk signals at street intersections
  - Led a group of three and worked in collaboration with Walkfit, a Worcester nonprofit for the visually impaired
  - Congressionally recognized by Rep. Jim McGovern and selected to present at the US Capitol
- **Using a Mathematical Model to Personalize Keyboards for Users Missing Digits** August 2022 – April 2023  
*Independent research project* | Java | 2023 WRSEF Honorable Mention, MSEF Participant
  - Independently analyzed typing trends and prior literature to code a mathematical model to theorize keyboard layouts to improve typing speed and comfort for users missing digits
  - Presented at both the Worcester Regional and Massachusetts Science & Engineering Fair to a panel of judges

## SELECTED AWARDS

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- Congressional App Challenge Certificate of Achievement and Congressional Recognition April 2024
- Cyberpatriot XVI Platinum Tier 1st Place State Award March 2024
- NCWIT Aspirations in Computing High School Regional Award Winner February 2024

## EXTRACURRICULARS

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- CMU Game Creation Society August 2024 – Present
- CMU School of Computer Science Day Planning Committee August 2024 – Present