

AMY CHEN

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ABOUT

Amy Chen is a programmer, artist, && writer at Stanford University.

EDUCATION

STANFORD UNIVERSITY, STANFORD, CA – CLASS OF '18 | 3.797 GPA

B S. Computer Science, Art Practice Minor

COURSEWORK

CS 205A (MATH METHODS FOR ROBOTICS, VISION, & GRAPHICS)	SPRING 2017
CS 161 (DESIGN & ANALYSIS OF ALGORITHMS)	SPRING 2017
ARTSTUDI 264 (ADVANCED INTERACTION DESIGN)	SPRING 2017
CS 148 (INTRODUCTION TO GRAPHICS & IMAGING)	FALL 2016
ARTSTUDI 266 (SCULPTURAL SCREENS)	FALL 2016
CS 142 (WEB APPLICATIONS)	SPRING 2016
ARTSTUDI 162 (EMBODIED INTERFACES)	FALL 2015

OTHER: CS 109 (INTRODUCTION TO PROBABILITY FOR COMPUTER SCIENTISTS), CS 107 (COMPUTER ORGANIZATION & SYSTEMS), CS 103 (MATHEMATICAL FOUNDATIONS OF COMPUTING), CS 106L (STANDARD C++ PROGRAMMING LABORATORY), CS 54N (GREAT IDEAS IN COMPUTER SCIENCE), ENGR 40M (INTRO TO MAKING)

SKILLS

Familiar with Python, Java, C++, & Javascript. Processing, Pebble, Arduino, 3DR Solo, & web applications. Public Speaking, Art & Design, Writing, Editing, Photography, Adobe Photoshop & InDesign.

EXPERIENCE

SEARCH EXPERIENCE INTERN (EBAY), SAN JOSE, CA	JUNE 2017 - SEPT 2017
– 1st in eBay's Intern Hackathon (14-15 July): in a team of 8. Presented 1:1 with CEO.	
– 3rd in eBay's Hack Week (26-30 June): Made UI components and a proposed marketing campaign.	
INTERN (ACXIOM LABS), REDWOOD CITY, CA	JULY 2016 - SEPT 2016
<i>Under NDA.</i> Focus: Product management, UI/UX, prototyping.	
CS RESEARCH INTERN (STANFORD), STANFORD, CA	JUNE 2016 - AUG 2016
See <i>PROJECTS/G:DRONE</i> . Human-Drone interaction research in a team of four:	
– Wrote a Python script for 3DR drone to takeoff, select destinations, and land via command line.	
– Wrote a Processing program that interprets gestures via Structure sensor-to-computer TCP socket, allowing users to interact with a projected map and create a personalized drone-led tour of campus.	
DIRECTOR (SPOKEN WORD COLLECTIVE), STANFORD, CA	SEPT 2014 - PRESENT
EDITOR-IN-CHIEF (LELAND QUARTERLY), STANFORD, CA	SEPT 2014 - DEC 2016
– Made Leland Quarterly's current website: https://lelandquarterly.github.io/	

PROJECTS

<i>THE ARTIST IS PRESENTED</i>	SPRING 2017
Facebook live video of the artist that responds to Facebook Reacts. (Fb Graph API, Processing).	
<i>HUMAN IN THE MIRROR</i>	SPRING 2017
"Mirror" that captures and blurs the user's face (Processing, Open CV).	
<i>G: DRONE</i>	SUMMER 2016
Map interface for device-free human-drone interaction. Used a Structure sensor to track hand movements, allowing users to select landmarks on a map and create a path for a drone-led tour.	
<i>VIBES – AMYJCHEN.GITHUB.IO/VIBES</i>	SPRING 2016
Pebble watchface that tells the time every 15 minutes via vibrations (Javascript). Intended to help the blind, increase efficiency, and avoid unintentional body language.	