AMY CHEN

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ABOUT

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

EDUCATION

STANFORD UNIVERSITY, STANFORD, CA — CLASS OF '18 | 3.830 GPA

B. A. S. Computer Science + Art Practice

COURSEWORK

CS 148 (INTRODUCTION TO GRAPHICS & IMAGING)	FALL 2016
ARTSTUDI 266 (SCULPTURAL SCREENS)	FALL 2016
CS 109 (INTRODUCTION TO PROBABILITY FOR COMPUTER SCIENTISTS)	SPRING 2016
CS 142 (WEB APPLICATIONS)	SPRING 2016
CS 103 (MATHEMATICAL FOUNDATIONS OF COMPUTING)	WINTER 2016
CS 107 (COMPUTER ORGANIZATION & SYSTEMS)	FALL 2015
ARTSTUDI 162 (EMBODIED INTERFACES)	FALL 2015

PREVIOUS: CS 106L (STANDARD C++ PROGRAMMING LABORATORY), CS 106B (PROGRAMMING ABSTRACTIONS), CS 54N (GREAT IDEAS IN COMPUTER SCIENCE), CS 106A (PROGRAMMING METHODOLOGY)

SKILLS

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

EXPERIENCE

INTERN (ACXIOM LABS), REDWOOD CITY, CA — JULY 2016 - SEPT 2016

Under NDA. Focus: Product management, UI/UX, prototyping.

CS RESEARCH INTERN (STANFORD), STANFORD, CA — JUNE 2016 - AUG 2016

In a team of four, worked on Human-Drone Interaction:

– 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 (functions: zoom, view landmark information, add landmark to path, re-calibrate).

BOARD MEMBER (STANFORD WOMEN IN CS), STANFORD, CA — MAY 2016 - PRESENT

EDITOR-IN-CHIEF (LELAND QUARTERLY), STANFORD, CA — SEPT 2014 - PRESENT

MEMBER (SPOKEN WORD COLLECTIVE), STANFORD, CA — SEPT 2014 - PRESENT

PROJECTS

G: DRONE — 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.

SOUND PLAYGROUND (I & II) — FALL 2015, SPRING 2016

Interactive musical installations for public consumption. Made with Arduino Uno, motion and proximity sensors, microphones, and piezo buzzers.

VIBES — AMYJCHEN.GITHUB.IO/VIBES — 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.