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

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
   See PROJECTS/G:DRONE. 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

THE ARTIST IS PRESENTED   SPRING 2017
   Facebook live video of the artist that responds to Facebook Reacts. (Fb Graph API, Processing).

HUMAN IN THE MIRROR   SPRING 2017
   "Mirror" that captures and blurs the user's face (Processing, Open CV).

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.

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.

SOUND PLAYGROUND (I & II)   FALL 2015, SPRING 2016
   Interactive musical installations (Arduino Uno, motion and proximity sensors, mics, and piezo buzzers).