

Andrew Chen

SOFTWARE DEVELOPER · COMPUTER SCIENCE MAJOR · CORNELL UNIVERSITY

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Skills

Technical Skills: Java · Android Studio · Python · HTML · CSS · Git VCS · SQLite

Art Technology: Adobe Photoshop · Adobe XD · Adobe Premiere Pro

Projects and Challenges

Aced

New York

ANDROID

May 2019 - August 2019

- Learned SQLite, and various Android classes such as Calendar, Alarm Manager, RecyclerView in 2 weeks
- Used self taught knowledge of Android classes and application development to design a convenient platform for students to keep track of their class schedules and events
- Developed an algorithm to auto import scheduled class schedule into weekly calendar, taking away the need to add each class manually
- Utilized SQLite database to save user's information for convenient offline access
- Successfully launched app on Google Play Store with a current rating of 4.5/5

Google Foobar

New York

CODING CHALLENGE

August 2019 - Present

- Currently working on a coding challenge by Google under time constraints
- Implement algorithmic solutions using data structures and other programming concepts
- Passed series of hidden test cases based on time complexity and memory restraints

Safety First

Ithaca, New York

ANDROID

Oct. 2018 - Oct. 2018

- Created emergency/safety app that makes getting in contact with your friends and family easier under Cornell's Hackathon 36 hours time limit
- Developed, along with peer, app shake functionality using Android Shake Detector Library
- Worked with peer in designing daily notifications using Android Alarm Manager, Broadcast Receiver, Notification Class

Experiences

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Ithaca, New York

SOFTWARE ENGINEER INTERN

Sept 2019 - Present

- Used Django and HTML to create a fundraising platform that aim to make universities' alumni fundraising system more efficient
- Wrote Python algorithms that help categorize and sort prospective donors into appropriate category to better help organize fundraisers.

Cornell AguaClara

Ithaca, New York

ANDROID DEVELOPER

Sept 2019 - Present

- Developed a data collection platform that allow water plant operators in Honduras to fill out and store form temporarily offline and send forms when internet is available
- Built with Android Studio

Extracurricular Activity

Habitat for Humanity

New York

VOLUNTEER

September 2018 - Present

- Help launch social media campaigns to raise money to help build and rehabilitate houses in partnership with local Habitat affiliates and homeowners
- Partake in weekly trips to help with the construction process of local homes

Education

Cornell University

Ithaca, New York

B.A. IN COMPUTER SCIENCE

Aug 2018 - May 2022

- Relevant Coursework: CS 1110 Introduction to Python · CS 2110 Object-Oriented Programming and Data Structures · CS 2800 Discrete Data Structures · CS 3110 Data Structures and Functional Programming