

Anqing Chen

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EXPERIENCE

Software Engineering Intern

Visa, Inc.

May 2020 – July 2020, Remote

- Delivered a fully functional proof of concept for how the Visa Direct payment API can be applied to increase Visa transactions during the COVID-19 pandemic by allowing merchants and customers to conduct secure payments over the phone through one-time tokens.
- Lead a team of 5 other interns using Agile/Scrum methodologies as a Scrum Master.
- Designed and developed a React.js front-end with Firebase authentication and session management, as well as contributed to a python flask API for more robust data validation and error handling.
- Participated in a case competition and wrote a white paper with a solution to help developing nations adopt cashless societies, through the use of phone payments and USSD.
- Source code | App: <https://github.com/visahackathon2020> | <https://phonepayhack.web.app/>.

Undergraduate Research Assistant

The University of Texas at Austin

November 2019 – January 2020 | August 2020 – Present, Austin, TX

- Assisting with research at the Human Computer Interactions lab, studying how algorithms can affect human life. Currently working on how machine learning can better schedule shift workers. (August 2020 – Present).
- Developing a web tool to conduct surveys with special, customized, questions types using React.js.
- Maintaining a flask and PostgreSQL back-end to control user sessions through JWT, and store survey results.
- Conducted research under at the Texas Materials Institute as a software developer focusing on computer vision to track and identify nano materials under a electronic microscope. (November 2019 – January 2020).
- Implemented and improved algorithms for real-time object detection rate by 20% through OpenCV C++.
- Identified data inaccuracies and evaluated percent errors using Python pandas.

PROJECTS

Spectral Launcher

- Developed a full-stack, cross-platform, game-launcher-like application using Electron.js and React.js, to automatically download, configure, and launch modded Minecraft with specific mods from Spectral Studios.
- Created CI/CD pipelines for Spectral Studios Minecraft mods to be automatically compiled, and stored in AWS S3 bucket on release, as well as API back-end tests and deployment.
- Language/Library: Javascript, React.js, Electron.js, Express.js, Docker, MongoDB, Github Actions.

Minecraft Mod Development

- Attained over 1,500,000 downloads across all modding projects.
- Enhanced the magical world of Minecraft: Java Edition by adding hundreds of blocks and items, along with various new game mechanics and quality of life changes.
- Contributed to other open-source mods by optimizing memory usage and run time of certain intensive tasks. Increased performance by as much as 50% in certain cases.

On The Map

- Engineered an Android native application, designed to promote events within different communities.
- Integrated with MongoDB Atlas cluster to provide user authentication, live updates and notifications.
- Source Code: <https://github.com/anqingchen/OnTheMap>.

EDUCATION

Bachelors of Science in Electrical and Computer Engineering

Minor in Business • The University of Texas at Austin • Austin, TX • 2022 • GPA 4.00

SKILLS

Languages: C, C++, Java, JavaScript, Python, Dart | Frameworks: Node, React, Electron, Flask, Flutter | Tools: Linux, Git/GitHub

INVOLVEMENT

Eta Kappa Nu

The University of Texas at Austin • Active Member • January 2020 – Present

Texas Guadaloop

The University of Texas at Austin • Electronics Team Member • January 2019 – January 2020

- Implemented a battery management system, ESP8266 controlled motors along with data and statistics collections.