# Jiazhi Chen (Bobby)

4647 Blanco Dr, San Jose, CA 95129 | (314) 556-4976 | jiazhic2@illinois.edu | linkedin.com/in/bobby-chen1 | github.com/bobbychen1999

#### **Education**

## University of Illinois Urbana-Champaign

Aug 2021 – Dec 2022

Professional Master of Computer Science

**Selected Courses:** 

Software Engineering, Applied Parallel Programming, Advanced Data Management, Computational Photography

## Washington University in St. Louis

Aug 2017 – May 2021

Bachelor of Science in Computer Science

Final GPA: 3.93/4.00

Honors: Summa Cum Laude Final Honors, Dean's List every semester

**Selected Courses:** 

Data Structures and Algorithms, Object-Oriented Software Development, Computer Networks, Data Mining, Video Game Programming, Web Development, Intro to Artificial Intelligence, Systems Security

#### Skills

- Programming Languages: C/C++, Java, C#, PHP, HTML & CSS, JavaScript, Python
- Technologies/Environment: React, Windows, MySQL, Unity3d, Matlab

# **Work History**

Bashpole Software, Inc

Remote

Software Engineering Internship

Expected: Sept 2021 – Dec 2021

- Help build a template of advertising and donation webpages for nonprofit organizations
- Attend regular meetings to prevent isolation and facilitate regular collaboration

### The Oppia Foundation

Remote

Online Open-Source Contributor

May 2020 - Sept 2020

- Migrated AngularJS files to Angular 8 so that project could support mobile development
- Documented existing frontend services with JSDoc

# Washington University in St. Louis

St. Louis, MO

Teaching Assistant

Aug 2018 – Dec 2018, Aug 2020 – Dec 2020

- Gave instructions in completing in-class C++ programming exercises during studios
- Organized weekly TA hours to answer students' questions on AI programming assignments

#### **Projects**

Temple-Run

Aug 2019 – Jan 2020

- Built a 3D Temple-Run game using **Unity3d** game engine
- Implemented the game logics as a finite-state machine by writing scripts in C#

# **Online Chatting Room**

Oct 2018 - Jan 2019

- Built the server based on node.js, with user information encrypted and stored using a MySQL database
- Enabled the communication between clients and the server using socket.io

# Accomplishments

# **International Collegiate Programming Contest (ICPC)**

Sep 2018 – Nov 2018

• Team ranked 14th among 125 teams in the 2018 Mid-Central USA Regional Contest