

# Catherine Chen

Davis, CA

[ccrchen@ucdavis.edu](mailto:ccrchen@ucdavis.edu) | (510)480-7636 | [www.cath-chen.github.io](http://www.cath-chen.github.io)

## EDUCATION

University of California, Davis

Expected June 2024

Bachelor of Science in Computer Science

**Relevant Coursework:** Data Structures; Intro to Design; Intro to Data Science; Artificial Intelligence

## SKILLS

- **Skills:** Git, Figma, Canva, Microsoft Office (PowerPoint, Word, Excel), Google Workspace
- **Languages:** Python, C, HTML, CSS, R

## PROJECTS

C-Docs: Open-Source C Documentation Website

May 2022–Present

- Authored articles about introduction to data structures and Linux command line interface in C
- Collaborated with a team of 5 to publish and organize Markdown articles in a public repository on Github
- Led meetings to discuss and outline website interface design and implementation as a developer

Chinese Numbers MNIST

September 2022

- Trained a convolutional neural network to identify 15 handwritten Chinese numbers using a data set of 15,000 images of handwritten Chinese characters using Python and TensorFlow
- Tested different hyperparameters to achieve over 96% accuracy in both validation and testing stages

ReqCheq, HackDavis 2022

April 2022

- Designed an interface using Figma for a website which returns a list of classes offered at UC Davis that students can take based on classes they have taken and prerequisite requirements
- Collaborated with a team of four to develop a program and design a website in 24 hours
- Pitched project to judges and promoted possible impact of project on university students

Connect 4 Game

October–December 2021

- Created a game of Connect 4 using object-oriented programming and unit testing in Python
- Users can specify game parameters like board size, player pieces, and player types (two AI player types)

Get Better Day By Day

September–December 2021

- Designed a Figma prototype of an app that helps users track daily mental health

AI Cleaning Detector, AI Camp

July 2020

- Developed a functioning object detection AI that detects clean and messy areas of rooms using Python and the YOLO algorithm
- Cleaned and labeled thousands of images to create a data set of clean and dirty rooms
- Designed and implemented AI in a website as the lead designer of a team of 6

## EXPERIENCE & INVOLVEMENT

UC Davis DataLab Team Member

March 2022–June 2022

UC Davis DataLab

- Coded a publication search system using R for Dr. James Trimmer's Neuromab antibody database
- Built a web scraping function to scrape Google Scholar result pages to duplicate manually collected data
- Created a list of unique Neuromab antibody targets to be used to search through full text publication articles

UX Design Fellow

April 2022–June 2022

UC Davis Design Interactive

- Designed a Hinge Figma prototype with new design implementations as part of Fellowship Design Challenge
- Conducted user research to make human-centered design decisions