

ETHAN CHEN

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Relevant Experience

Game Design Intern | Zynga, San Francisco, CA | Summer 2015

- I contributed to an upcoming game belonging to the Farmville franchise.
- Under the guidance of a senior game designer, I provided original input for and wrote game feature specs defining the needs and parameters on selected features that were implemented into the game.
- Using Unity and Json, I also fixed image and text bugs, and cleaned up code base.

Development / UX Intern | Chen Design Associates, San Francisco, CA | Summer 2019

- Took five webpage wireframes provided by the UX team and using HTML, CSS, and JavaScript, delivered multiple webpages experimenting with unique user interactions.
 - Created a custom search engine in Python for a client that gives results specific to the clients expansive list of capabilities. I integrated this search engine into a PHP Wordpress template.
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Skills

Programming: C++, Java, Python, C, C#

Front-End: HTML, CSS, Javascript, Php

Database: MySQL, MongoDB, SQL

Op System: Unix, Windows, MacOS, Linux

Project Management: Git, Jira, Agile, Scrum

Other: Unity, Unreal Engine, Oculus, Arduino

Education

Bachelor of Science in Computer Science at the University of California, Irvine

Expected graduation: June 2020 | Awards: Dean's List

Relevant Courses

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|-----------------------------------|-------------------------------------|
| • Programming in Java | • Programming in C++ |
| • Software Libraries in Python | • Data Structures in C++ |
| • Data Management | • Operating Systems |
| • IOT Systems and Software | • Information Retrieval |
| • Intro to Data Management | • Compilers and Interpreters |
| • Design & Analysis of Algorithms | • Concepts in Programming Languages |
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Relevant Projects

"ethanpchen.com" | Sole Creator | Personal Web Portfolio | Summer 2019

- I created a personal website from scratch using HTML, CSS, and JavaScript.
- Showcases my abilities and goes into more detail about myself and my personal projects.
- Contains a look at three more projects of mine, as well as a deeper dive into my education.

"Fit Factory" | Arduino Engineer | IOT Systems and Software Project | Spring 2018

- Fit Factory is an IOT project that uses a Sparkfun contraption to collect user heart rate and movement data during a workout.
- Utilizes Azure IOT Hub to receive data from Sparkfun, and then broadcast to the web application.

"Plane Swatter: VR" | Sole Unity C# Engineer | Virtual Reality Club at UCI | Fall 2018

- "Plane Swatter: VR" is a Virtual Reality minigame created with Oculus Unity Integration.
- The player uses the Oculus Go headset and controller to transform into a giant gorilla on top of the Empire State building, swatting at and destroy planes flying by.
- Made as a contribution to the UCI Virtual Reality Club's compilation of VR minigames.