Justin Chen

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EDUCATION

University of Maryland   **Graduating May 2020**
B.S. in Computer Science, Mathematics minor   *College Park, MD*
- GPA: 3.6/4.0
- **Relevant Coursework** Algorithms, Data Structures, Introduction to Machine Learning, Programming Handheld Systems (iOS), Introduction to Data Science, Object Oriented Programming

WORK EXPERIENCE

Johns Hopkins Applied Physics Laboratory   **June – August 2019**
Software Engineering Intern   *Laurel, MD*
- Developed with a team to create a fully-featured data visualization web application
- Created a responsive, interactive, and fully configurable dashboard that displays plots/visualizations of health data
- Used Front-End technologies like React.JS, Material-UI, and Plotly.JS, and a back-end written in Java with libraries such as Hibernate and Spring.

PROJECTS

umd.io
- Contributor and Maintainer of UMD.io, an open source API for University of Maryland data.
- Created and designed website at umd.io
- Used by several student-run applications and websites
- Written in Ruby with a PostgreSQL backend

Spyfall
- Created an online version of tabletop game, Spyfall.
- Developed a feature where players can
- Used front-end technologies like React.JS, Typescript, Flexbox and a back-end using Node.JS, Express.JS, Typescript, and Socket.IO.

2048
- Built an iOS app derivative of popular game, 2048.
- Features generalized board sizes, along with the traditional 4x4 board size, user login, persistent scores, and score leaderboards
- Written in Swift with Firebase and Firestore handling backend tasks

SKILLS

- **Programming Languages**
  Core Strengths: JavaScript, Java, Swift, HTML 5, CSS
  Experience With: Python, Ruby, C, OCaml
- **Technologies and Tools:** Node.JS, React.JS, Linux, UNIX, git, bash, LaTeX, XCode, Object Oriented Programming, Model-View-Controller Design Pattern