# Chen Ye

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**portfolio: pretty.yeesus.com | more text: boring.yeesus.com**

| education | **Brown University** | ScB Computer Science; BA Biology (expected) | *2013–2017* |
|---|---|---|---|

| primary coursework | | | |
|---|---|---|---|
| | CSCI 1951 | *Designing Humanity Centered Robots* | |
| | CSCI 1410 | *Applied Artificial Intelligence* | |
| | CSCI 1300 | *Designing, Developing and Evaluating User Interfaces* | |
| | CSCI 330 | *Introduction to Computer Systems* | |
| | BIOL 190 | *Phage Hunters* | |
| | MATH 1610 | *Probability* | |
| | MATH XFR | *Multivariable Calculus* | |

| supplementary coursework | | | |
|---|---|---|---|
| | ENGN 120 | *Crossing the Space Chasm through Engineering Design* | |
| | CHEM 330 | *Equilibrium, Rate, and Structure* | |
| | MUSC 1240 | *Future Lives* | |
| | RELS 120 | *Classical Chinese Philosophy* | |
| | HIST 1610 | *Land Use and Capitalism* | |
| | VISA 100 | *Art Studio Foundation* | |

| employment | | | |
|---|---|---|---|
| | **Microsoft** | Design/Frontend Development Intern<br>*Microsoft Band. 5 person team; 0 to product in 10 weeks* | *Summer 2015* |
| | **IBM Watson** | Product Design Intern<br>*Federal + Academic Research verticals. 4 person team in a design studio* | *Spring 2015* |
| | **Brown University** | HHMI Summer Scholar<br>*Researched impact of diet on aging in flies. Wrote computer vision software to automate fly tracking during climbing and exercise assays.* | *Summer 2014* |

| leadership | | | |
|---|---|---|---|
| | **Hack@Brown**<br>*2015.hackatbrown.org* | Founder; Director of Design + Branding<br>*Identity, website, branding, for Brown's student hackathon.* | *2013–Present* |
| | **HH Design**<br>*medium.com/hh-design* | Admin; Editor; Workshop Director; Mentor<br>*Largest (4.2k) student design community.* | *2015-Present* |

| research & publications | | | |
|---|---|---|---|
| | **F1000**<br>*cye.me/portfolio/tangoP* | *Tetranucleotide usage highlights genomic heterogeneity among mycobacteriophages* | *May 2015* |
| | **HH Design**<br>*cye.me/portfolio/hhd* | *Defining Design*<br>*Part of a design thinking bootstrap workshop series. 21k views* | *Sept 2015* |
| | **Hack@Brown**<br>*cye.me/portfolio/hab* | *Designing Hack@Brown*<br>*Our goals, process, and results. 6k views* | *Oct 2015* |

# projects

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|---|---|---|---|
| **HMS** | A CMS/backend suite built for hackathon organizers in ReactJS. In active development. | | *2015* |
| cye.me/portfolio/hms | | | |
| **SoundStock** | Sonification of stock data —listen to the Dow on the way to work! Won Best Nasdaq Project at HackMIT f2015. | | *2015* |
| cye.me/portfolio/sstock | | | |
| **Illuminatty** | Interface for exploring relationships between oncogenes and cancers. Won Best Illumina Hack at TreeHacks s2015. | | *2015* |
| cye.me/portfolio/iatty | | | |
| **Project Tango** | Bioinformatics project featured at the HHMI SEA-Phages 2014 National Symposium. Focused on alignment-free genomic analysis of mycobacterium bacteriophage. Researched; made poster, (won 1st Place at the symposium); gave talk. | | *2014* |
| cye.me/portfolio/tango | | | |
| **Airbike** | Distributed bikeshare system + electronic lock concept which won 1st Place Hardware at HackPrinceton s2014. | | *2014* |
| cye.me/portfolio/airbike | | | |
| **Clayr** | App for digitizing and interpreting paper medical lab results. Won Microsoft API Prize at PennApps Health f2014. | | *2014* |
| cye.me/portfolio/clayr | | | |
| **Elements** | Myo & Rift based game that let you bend air, fire, water, and earth. Won Best Unity Hack at HackPrinceton f2014. | | *2014* |
| cye.me/portfolio/elements | | | |
| **Condor** | JQuery plugin for dynamically enumerated/repeated form inputs. Developed for Hack@Brown. | | *2014* |
| cye.me/portfolio/condor | | | |
| **Squawk** | Asynchronous voice messaging system which won 1st Place Overall at Hack@Brown s2014. | | *2014* |
| cye.me/portfolio/squawk | | | |
| **CaSa** | Distributed system for elevation mapping in UN refugee camps. The Port at CERN f2014. | | *2014* |
| cye.me/portfolio/casa | | | |
| **Orrery** | Technically a joviary. A simulation of Jupiter and its moons, in Unity. VISA100 final project. | | *2014* |
| cye.me/portfolio/orrery | | | |
| **EMP** | High school passion project/videogame set in space which explored morality at an interstellar/interspecies level. And pretty explosions in space. | | *2012* |
| cye.me/portfolio/emp | | | |

# proficiencies

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| Design | Sketch, Illustrator, After Effects, Photoshop, 3DSMax , Design Research, User Testing |
| Software | HTML/CSS/JS, Python, Java, C/C++, Racket |
| Hardware | Soldering, Welding, 3D Printing/Laser Cutting, Milling |
| Science | Microbiology, Evolutionary Biology, Bioinformatics |
| Language | English (Fluent); Chinese (Native; Proficient); German (Basic) |

# misc tidbits

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|---|---|
| Hidden Passions | Trains, Cities, and Building Universes |
| IRL | Cycling, Backpacking, Sailing, Sketching, Building Sandcastles |
| | ACT 36; SAT II Bio 800; SAT II Math 800 |