

Chloe Cheng

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EDUCATION

UNIVERSITY OF CALIFORNIA IRVINE, IRVINE, CA

Expected Graduation: June 2024

Bachelor of Science in Computer Science

Relevant Coursework: Intermediate Programming (Python), Discrete Mathematics, Introduction to Software Engineering, Statistics for Computer Science, Programming in C/C++, Introduction to Computer Organization, Data Structures and Algorithms

EXPERIENCE

SOFTWARE ENGINEER INTERN

July 2022 - Present

Drem

- Build the front end of a decentralized application using **Next.js** and **TailwindCSS** where users can learn, post their strategies, and invest in crypto.
- Collaborate with 3 other engineers to code various components to display a list of the user's current trades, modal components, and user profile components.
- Research Web3 concepts such as Ethereum, Lens Protocol, and HardHat.

CORPORATE CO-CHAIR

October 2022 - Present

VenusHacks

- Lead a group of organizers and delegate tasks such as reaching out to sponsors, judges, and mentors.
- Initiate contact with companies like Google and Amazon to secure sponsorships for the hackathon.
- Coordinate with Co-Presidents and other committee chairs during bi-weekly meetings.

WEB DESIGN AND SOCIAL MEDIA ASSISTANT

January 2022 - June 2022

MIRL Laboratory

- Built a website for the MIRL Laboratory at the UCI School of Education to present their research in an organized way and establish their web presence.
- Implemented various strategies to improve the user experience including placing call-to-action buttons effectively and creating simple navigation.

TECHNICAL PROJECTS

ZOTCIETY

February 2022

- Developed a web app using **React**, **Firebase**, **HTML**, and **CSS** with a group of 5 at HackUCI, one of Orange County's largest hackathons with over 150+ participants.
- Built a social impact project that sent icebreaker questions, challenges, and conversation starters to users to guide them back to reintegrating into society after the pandemic.
- Presented project to notable judges and won Best Beginner Hack Award out of 40+ teams total.

INVENTBOARD

May 2020 - July 2020

- Designed and developed an online marketplace platform using **Python (Django)**, **JavaScript**, **HTML**, and **CSS** that allows individuals to sell products and monetize their skills.

CHEER UP

June 2018

- Developed a web app using **JavaScript**, **HTML**, and **CSS** with a partner to help brighten people's days through pictures, songs, quotes, etc.
- Implemented Google Maps API to find the nearest park and a VR of different 3D shapes.

SKILLS

Programming Languages: Python, Java, HTML, CSS, JavaScript, C++