

Christine Chen

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EDUCATION

University of California at Berkeley | Computer Science & Cognitive Science

August 2014 - May 2018

Class: Senior

Berkeley, CA

TECHNICAL SKILLS: Python, Java, HTML/CSS, SQL, Swift

FRAMEWORKS: Flask, Bootstrap, SQLAlchemy, Highcharts

RELEVANT COURSEWORK

- Efficient Algorithms and Intractable Problems
- Computer Security (Fall 2017)
- Introduction to Database Systems
- User Interface Design and Development
- iOS Development
- Discrete Mathematics and Probability Theory
- Machine Architecture
- Data Structures
- Introduction to Artificial Intelligence
- Structure and Interpretation of Computer Programs

PREVIOUS EMPLOYMENT

Intuit

May 2017 - August 2017

Quickbooks Data Ingestion Software Development Intern

Mountain View, CA

- Created an internal tool that helps simplify the debugging process and reduces the amount of time required to diagnose and resolve errors during the batch data ingestion process
- It extracts crucial data from output files to display the most relevant information
- Calculated historical statistics to improve ingestion phase efficiencies

oopSee

January 2017 - June 2017

Software Development Intern (Android Dev)

Santa Cruz, CA

- Contribute to a specialized, intelligent personal assistant for training and guidance during real life activities through a voice interface

iOS Development

August 2016 - January 2017

Teaching Assistant

Berkeley, CA

- Teach and support 100+ students the basics of iOS Programming, helping students learn the skills needed to make and push apps to the AppStore

Private Tutor

September 2011 - Present

- Teach basic python, science, and math lessons: pre-algebra, pre-calculus, calculus

SELECTED PROJECTS

Gitlet

- A version control system much like git implemented through Java
- Functionalities include add, commit, remove, log, global log, find, status, checkout, remove branch, reset, and merge

DogeSitter (iOS Game)

- Worked with a partner to implement 3 separate mini games using SpriteKit framework on the iOS platform
- Programmatically designed games using Swift which are scalable to various devices

Database

- Using java, implemented a file management system, B+ tree structure, various join algorithms, a cost-based query optimizer, and concurrency control manager with deadlock prevention