

ANDREW CHEN

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SKILLS

Languages	Java, JavaScript, TypeScript, Python, C, SQL, HTML, CSS, and Ruby
Tools/Frameworks	Vue.js, Vuex, Quasar, Docker, Flask, Cloud Firestore, Git, Ruby on Rails Tailwind CSS, and Bootstrap

EDUCATION

University of California, Berkeley *May 2022*
Bachelor's in Computer Science, GPA: 3.88

Relevant courses: Data Structures and Algorithms, Advanced Algorithms, Databases and Computer Architecture

EXPERIENCE

Wind River Systems June 2020 - Present
Software Engineering Intern *Alameda, CA*

- Developed a platform ([link](#)) to track and share open source projects among employees.
- Reduced loading times by up to 2.2s and increased Lighthouse performance metric by 208%.
- Refactored code to be much more modular, use lazy loaded routes, and have stronger error handling.
- Worked with Vue.js, Vuex, Quasar, and Firebase's Cloud Firestore.

Goodly Labs Feb. 2020 - May 2020
Research Apprentice *Berkeley, CA*

- Developed a chrome extension ([link](#)) to submit articles to a backend that assessed their credibility.
- Followed Agile practices and designed a clean frontend with JavaScript, HTML, and CSS.

UC Berkeley EECS Department Sept 2019 - May 2020
Academic Intern *Berkeley, CA*

- Taught Data Structures and Algorithms in Java in 10 to 20 student sized labs.
- Communicated topics such as regex, graph algorithms, and debugging.

PROJECTS

CovidStories

- Architected a website to share personal experiences with the current pandemic.
- Created a server-sided rendered frontend with Nuxt.js, Vue.js, Typescript, Vuex, and Tailwind CSS and a RESTful API backend with Flask and PostgreSQL.

RelationalDb

- Developed a relational database management system over several months using Java.
- Implemented B+ tree indexing, join and query optimization algorithms, database recovery, and used multiple granularity locking for concurrency control.

SocialNetwork

- Implemented models, views, controllers, and CRUD operations for posts, messages, and comments with Ruby on Rails, HTML, CSS, and Bootstrap.

Git

- Strengthened concepts on serialization, persistence, and file I/O by building a Git clone using Java.
- Organized development by writing a detailed technical specification and systematic automatic tests with JUnit.

Sketch

- Created a savable and resizable canvas to paint, color, and shade on with JavaScript, HTML, CSS, and Bootstrap.