Emily Chen

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Seeking internships for summer 2023

Skills

Programming: Java, Git, SQL, HTML/CSS, JavaScript, XAML, C#, Bash, C/C++, Python, R, Arduino, MATLAB, Azure, Typescript
Currently Learning: Ruby, React (self-learning)
Other: Agile / scrum, JIRA, Microsoft Office Suite, LaTex, communication, cross-functional collaboration, leadership

Experience

Software Engineer Intern
Apple
01/2022 - 05/2022

- Current SWE Intern @ Apple on the Developer Publications team for Jan 4 - May 20, 2022
  - Working on DocC using Ruby as part of the Backend & Infra team
- Returning SWE Intern @ Microsoft for May 23 - Aug 12, 2022
- Incoming SWE Intern @ Snap for Aug 29 - Dec 16, 2022

Software Engineer Intern
Microsoft
05/2021 - 08/2021

- Implemented a custom scalable UWP Application and proprietary algorithm using XAML and C#, integrating the Azure Maps API and Microsoft's Connected Vehicle Platform.
- Owned the client code, defined the structure and architecture using the MVVM (model, view, view-model) design pattern, and integrated back-end APIs with front-end components.
- Completed 40+ pull requests: delivering efficient, well-structured, testable, and documented technical deliverables—while performing daily code reviews to provide feedback to teammates and to ensure the quality of submitted code.
- 1 of 50 North American Garage interns selected from over 10,000 applicants.

Undergraduate Teaching Assistant (TA)
UBC Dep. of Computer Science
09/2020 - 12/2021

- TA for CPSC 210 (Software Construction) & CPSC 110 (Computation, Programs, & Programming)
- Led 75+ weekly labs, office hours, code reviews, and problem set grading sessions for 200+ students, receiving perfect student evaluations of teaching (i.e. 100% favourable rating).
- Coordinated virtual and in-person programming sessions to groups of 10-12 students at a time: developed skills in effectively describing the thought process behind code without explicitly giving the answer.

Undergraduate Research Assistant
UBC SAR Lab
05/2020 - 08/2020

- Worked closely with professor Stefan Reinsberg and a PhD student (SAR Lab), Biomedical Imaging & AI Lab cluster.
- Created a python application for data visualization that layers histology images by tiling, colouring, and overlaying the images; implemented using the Leaflet API; hosted using Flask.
- Developed an arduino program to control the PT410 Cryorefrigerator used to keep the 7T Bruker Magnet running.

Volunteer Instructor
C.O.D.E. Initiative
07/2020 - present

- Led 25+ sessions, teaching Scratch & web development (html/css/js) to neurodiverse kids ages 8-18 on the autism spectrum.
- Delivered fun lesson plans tailored to each individual learner.

Education

University of British Columbia
Expected Grad: 05/2024

Honours Computer Science, software engineering option and **Master of Management**
- Concurrently pursuing a Bachelor of Science and Master of Management (B+MM Dual Degree)
- Dean's List 2019-2020, 2020-2021
- UBC Launchpad Software Developer Sep 2021 - Present
- AIESEC UBC VP Finance Nov 2020 - Dec 2021, VP Incoming Global Talent 2019-20
- Science Undergraduate Society Elections Chair 2020-21
- Hot Potato Initiative Foundation Ambassador 2020-21

Projects

Common Grounds
GitHub | DevPost | site
Stanford's Treehacks 2021

- Social Interconnectivity Grand Prize Winner and Microsoft Azure Challenge Winner (# 1 of 722 participants).
- Built a video-calling platform that uses OpenAI's GPT-3 language prediction model to generate prompts designed to spark conversation and form connections between people with differing opinions.

R.A.N.T.
GitHub | DevPost
TOHacks 2021

- Second Place Winner and Best use of Open AI @ TOHacks '21 (# 2 of 744 participants).
- Robots Are Not Taking our jobs bro - Implemented a web app that generates interview prompts from user-inputted files, using Open AI's GPT-3 language prediction.

LP Interview Scheduler
GitHub | LaunchPad
09/2021 - present

- A web-based interview scheduler that merges interviewer availabilities and simplifies scheduling as a custom solution for Launch Pad (LP)'s recruitment process
- Technologies: TypeScript, React, NodeJS, Firestore, Firebase auth.