

# Emily Chen

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## SKILLS

**Programming:** Java, Ruby on Rails, C#, TypeScript, JavaScript, SQL, HTML/CSS, Python, XAML, C++, Racket  
**Tools:** Git, Azure DevOps, Agile/Scrum methodologies  
**Other:** MATLAB, R, Arduino, LaTeX, Adobe Photoshop, Final Cut Pro

## EXPERIENCE

**Snap • Software Engineer Intern • Incoming @ Snap Labs Team • Santa Monica, CA, USA** Aug 2022 - Dec 2022

**Microsoft • Software Engineer Intern • Group Membership Management Team • Redmond, WA, USA** May 2022 - Aug 2022

- Implemented a **C# and Blazor static web application** with authentication and an Azure Functions backend to serve as a **user interface for existing GMM functions**, retrieving group membership information **using Microsoft Graph APIs**.
- Streamlined setup scripts, updated documentation, and setup deployment pipeline for multiple environments.
- Completed 24 pull requests, **deploying over 5500+ lines of code to production**.

**Apple • Software Engineer Intern • Developer Publications Team • Vancouver, BC, CAN (Remote)** Jan 2022 - May 2022

- Created a custom admin interface using Ruby on Rails, **saving 200+ future hours of developer time**. This interface was **deployed for use during Apple's World-Wide Developer Conference (WWDC) 2022**.
- Implemented MVC design pattern, streamlining engineering processes within the Developer Publications team.

**Microsoft • Software Engineer Intern • Garage • Ottawa, ON, CAN (Remote)** May 2021 - Aug 2021

- Implemented a **scalable UWP application** and **proprietary algorithm**, integrating the **Azure Maps API and Microsoft's Connected Vehicle Platform**. Owned the client code (XAML and C#), 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 SWE interns **selected from over 10,000 applicants** for the Garage Internship.

**University of British Columbia • Undergraduate Teaching Assistant (TA) • CPSC 110 & CPSC 210** Sep 2020 - Dec 2021

- TA for Software Construction (CPSC 210) & Computation, Programs, & Programming (CPSC 110); led 75+ weekly labs, office hours, code reviews, and grading sessions for **200+ students, receiving perfect student evaluations of teaching (100% favourable rating)**.

**University of British Columbia • Undergraduate Research Assistant • SAR Lab** May 2020 - Aug 2020

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

**The C.O.D.E. Initiative • Volunteer Instructor** July 2020 - July 2022

- Led 25+ sessions, teaching Scratch & web development to neurodiverse kids ages 8-18 on the autism spectrum.
- Delivered fun lesson plans (including HTML/CSS/JavaScript and other concepts) tailored to each individual learner.

## EDUCATION

**University of British Columbia • BSc Honours Computer Science + Master of Management (Dual Degree)**

- May 2024 Grad | Dean's List 2019-2020, 2020-2021
- UBC Launchpad Software Developer 2021-22 | Science Undergraduate Society Elections Chair 2020-21
- AIESEC UBC VP Finance 2020-21, VP Incoming Global Talent 2019-20 | Hot Potato Initiative Foundation Ambassador 2020-21

## PROJECTS

**Common Grounds • Github • Devpost** **Stanford Tree Hacks Grand Prize Winner 2021 (#1 of 722 participants)**

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. (Robots Are Not Taking our jobs) • Github • Devpost** **TOHacks Second Place Overall 2021 (#2 of 744 participants)**

A web platform that generates interview prompts from user-inputted files, using Open AI's GPT-3 language prediction.

**Launchpad Interview Scheduler • Github • Launchpad** **UBC Launchpad Software Design Team 2021-22**

A web app that merges multiple interviewer availabilities to simplify and streamline interview scheduling as a custom solution for Launch Pad's recruitment process (250+ interviews conducted by 8 interviewers for 50 positions).