Emily Chen

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SKILLS

Programming: Java, Ruby on Rails, C#, TypeScript, JavaScript, SQL, HTML/CSS, Python, XAML, C/C++, Racket
Tools: Git, Azure DevOps, Agile/Scrum methodologies, Lens Studio (Unity-like platform), REST APIs
Other: MATLAB, R, Arduino, LaTeX, Adobe Photoshop, Final Cut Pro

EXPERIENCE

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

- ***Quantified hand tracking quality*** for user research studies by logging lens metrics to Grafana and live through the terminal.
- Added experimental features and worked with teammates to implement several features for the newest spectacles system UI.
- Built numerous lenses and published ***a few lenses*** (~100K usages); created in TypeScript and Lens Studio (a unity-like platform), using internal tools + APIs for Spectacles development. Created reusable components for moderator control during studies.

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 Garage • *Software Engineer Intern* • *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.
- ***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 - Present*

- TA for Software Construction (CPSC 210) and Computation, Programs, & Programming (CPSC 110).
- Led 75+ weekly labs, office hours, code reviews, and grading sessions for ***200+ students, receiving almost 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 BSc 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.