

# HANNAH CHEN

hchen15@mit.edu | linkedin.com/in/hchen15 | 408.750.4950  
27 Massachusetts Avenue, Boston MA 02115

## EDUCATION

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### MASSACHUSETTS INSTITUTE OF TECHNOLOGY

Cambridge, MA ♦ June 2018

Candidate for B.S. in Computer Science and Engineering | Candidate for Minor in Spanish

- ♦ GPA: 4.5 / 5.0
- ♦ Relevant Courses: Software Studio, Machine Learning, Computer System Engineering, Elements of Software Construction, Computation Structures, Artificial Intelligence, Introduction to Algorithms, Differential Equations, User Interface Design and Implementation, Programming in Python

## EXPERIENCE

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### EDX

June 2017 – Present

Software Engineering Intern – DevOps

- ♦ Create and automate monitoring jobs for AWS instances using Jenkins Job DSL

### 6.148 WEB PROGRAMMING COMPETITION

January 2017

Semi-finalist

- ♦ Programmed a web application designed to facilitate networking between MIT students and alumni with NodeJS, MongoDB, and Javascript
- ♦ Utilized the Google Maps API to create an interactive map showing locations of users
- ♦ Awarded prize as a semi-finalist in the competition

### LAB4U

June 2016 – August 2016

Android Application Developer – Santiago, Chile

- ♦ Worked with the built in sensors of android devices to improve the accelerometer and sonometer tools of the Lab4Physics mobile application using Java in Android Studio
- ♦ Implemented a new register and sign in option for users with Microsoft Office 365 utilizing Retrofit and the Microsoft API for client-server communication
- ♦ Debugged and modified the application's tools and experiments to enhance user experience

### 6.0001/6.0002 COURSE LAB ASSISTANT

September 2015 – December 2016

Introduction to Computer Science and Programming in Python/Computational Thinking and Data Science

- ♦ Graded assignments and assist in the debugging of problem sets
- ♦ Held office hours to help students with questions related to problem sets and course material

### MIT CENTER FOR EDUCATIONAL COMPUTING INITIATIVES

September 2015 – December 2015

Undergraduate Researcher

- ♦ Improved machine interpretation routines of the Classroom Learning Partner, a software designed for teaching upper level grade school mathematics

### SIXENSE ENTERTAINMENT, INC.

June 2015 – August 2015

Software Engineering Intern

- ♦ Designed and constructed an interactive demo to highlight one-to-one tracking with the Sixense API in Unity 3D
- ♦ Worked with the Sixense full body motion tracking platform and the Oculus Rift in virtual reality
- ♦ Restructured and implemented the demo in Unreal Engine 3

## LEADERSHIP

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### MIT VARSITY TRACK AND FIELD

May 2016 – Present

Team Captain

- ♦ Coordinate team meetings and dinners, preseason practices, and freshmen mentors/mentees
- ♦ Support and motivate all members of the team, facilitate communication between the coaches and athletes, and resolve team conflicts

### COLLEGE OF ADAPTIVE ARTS

August 2015

Volunteer

- ♦ Assisted adults with mental and physical disabilities build their skills in musical and athletic performance

## SKILLS

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JAVA, PYTHON, JAVASCRIPT, NODEJS, HTML, CSS, C#, GIT, RETROFIT, UNITY, ANDROID STUDIO