Xianing Charlene Chen

Full-Stack Engineer

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Portfolio: xcchen.netlify.app GitHub: github.com/hreisis Linkedin: linkedin.com/in/xianingchen

SKILL

- **Programming Languages:** JavaScript, HTML5, CSS3, basic Python & C#
- Tools: React, Redux, React Native, Expo, Bootstrap, Material UI, SCSS, MongoDB, Mongoose, Node.js, Express, NoSQL, AWS EC2, Firebase, Git, NPM, Three.js, Unreal, Unity

PROJECTS

Earth Odyssey - Full-Stack Website - earth-odyssey.com

2022/08 - 2022/11

- Designed a single page application with **React** and **Material UI** to organize personal travel itinerary.
- Allowed users to explore local attractions, hotels and restaurants by searching a destination or navigating their current location with **Google Map API** and **Rapid API**; displayed information as a detailed list and a map view.
- Enabled users to manage their travel city list, save the reservation details and track the expenses in their account page; stored user's personal itinerary data in Firebase **Realtime Database**.
- Created a travel image gallery with **Firestore Storage** to upload boarding pass, travel photos, etc.
- Tailored a random image generator to display a new Google Earth image every time the page loaded.

Pirates - Mobile Application - github.com/hreisis/pirates

2022/08 - 2022/10

- Developed a mobile app for musicians to rent rehearsal studios with **React Native** and **Expo**.
- Allowed users to register, remember the login credentials and access the camera roll for their avatar image.
- Set up a reservation system to search for a studio's availability on a specific or flexible date, and push local notifications for appointment confirmation using **Expo API SDK**.
- Provided a directory listing the details of all types of studios where users can post a comment below, save the interested type in their profile and send its share link to friends.
- Managed application states and users' preferences through **Redux** and simulated with a **RESTful** JSON server.

Paradiso - MERN stack application - paradiso-tea.com

2022/07 - 2022/10

- Launched a web app for a tea shop to advertise and track users' preferences using **React** and **Bootstrap**.
- Allowed admin to modify information, including the drink menu, featured item and latest promotions on the landing page; stored products and users data in a **NoSQL** database built with **MongoDB** and **Mongoose**.
- Enabled customers to leave a rating, review a drink, and create their personal favorite list, which were handled by a **RESTful** backend server using **Node.js** and **Express**; deployed to **AWS EC2** with frontend client integration.

Mojave - AI-based Design & Game App - <u>xianingchen.com/portfolio/mojave</u>

2020/08 - 2021/01

- Designed a hypothetical urban plan assisted by **Artificial Intelligence** and built a companion **UE** game app.
- Established the site plan of the city model using **CycleGAN**, **Image Classifier** and **Blob Detection**.
- Implemented a 3D modeling tool with **Python** to generate different iterations of buildings by locating two sets of starting points from which the modules can grow or stay away.
- Visualized the procedure of terraforming in an animated video and deployed an aggregation game app manipulating 6 different architectural modules, using **Unreal Engine** and **UE Blueprint Scripting** system.

Spectrum - AR Interactive Mobile App - xianingchen.com/portfolio/spectrum

2020/08 - 2020/12

- Built an Augmented Reality app as an interactive platform for Spectrum plaza in Irvine with Unity and C#.
- Offered a welcoming page with animated avatars and map routes showing paths on site with Mapbox, which
 explores the hybrid experience between the virtual world and reality.
- Created a info-plaza where user can browse store catalog and share posts on social platforms by entering different virtual gates on site with MRTK Unity.
- Enabled visitors to collect digital coupons in promotion area and view the total number of coupons at the status bar which also shows visitors' current location.

EDUCATION

Southern California Institute of Architecture (SCI-Arc) - Los Angeles, CA

2019/08 - 2021/09

Master of Architecture, Digital Studio, GPA: 3.7/4.0

University of Cincinnati - Cincinnati, OH Bachelor of Science in Architecture, GPA: 3.5/4.0 2013/08 - 2017/04