

JANET CHEN

BA Computer Science at the University of British Columbia

Expected: 09/2015 - 04/2020 (with co-op)



janetchen.ca



linkedin.com/in/janet-chen



github.com/janet-chen

WORK EXPERIENCE

Copperleaf, Software Developer Co-op

09/2017 - 04/2018

- Developing features for Cost Estimation module for asset management software; using **Node.js**, **Docker**, and **Angular**; managed in an **agile** methodology with **Scrum**

UBC Emerging Media Lab, Coordinator

04/2017 - 08/2017

- Designed **WordPress CMS** website with customized **HTML** and **CSS**
- Explained and demo'd in-house products made for **HTC Vive**, **Microsoft HoloLens**, **Google Cardboard**

Immersive Tech Lab, Project Manager

07/2017 - 08/2017

- Managed team using **agile** with **Scrum** to create Rats!, a VR animal dissection edtech tool; using **Unity** with **C#**, **Visual Studio**, **VRTK API**, and **Blender**
- Designed and taught a **Unity VR** workshop hosted by Microsoft Vancouver

RELEVANT EXPERIENCE

UBC Future Global Leaders, TA (07/2017)

AGDA VR, Co-founder (01/2017 - Present)

Ladies Learning Code, Mentor (02/2017 - Present)

GIRLsmarts4tech, Mentor (02/2017 - 03/2017)

UBC A Cappella, Section Leader (09/2017 - 04/2017)

AWARDS & INTERESTS

Trek Excellence Award && Dean's List

Interests: STEM Outreach, Educational Technology, Virtual Reality, Rock Climbing

PERSONAL PROJECTS

Riddikulus: Dispell Your Fear

09/2017 at lumohacks 2017, 24h hackathon

- 1st place out of 60 teams at Canada's largest health hackathon
- Developed phobia (snakes, spiders and heights) exposure therapy VR app created with **Unity**, **C#**, and **Google Cardboard SDK**

The Golden Quest

03/2017 at nwHacks 2017, 24h hackathon

- Developed a voice-input game for the **Alexa Skills Kit** with the **Amazon Echo**
- Implemented and tested with **alexa-sdk** and **Node.js**; used **AWS** for deployment and **Github** for version control

ACADEMIC PROJECTS

Geography Research Project

02/2017 - 08/2017

- Developed 3D interactive boombox for Stanley Park VR experience in **Unity** and **C#** with the **VRTK API** and **UnityVR**

Buses 'R' Us

10/2016 - 12/2016

- Implemented an **Android** app in **Java** to parse Translink (transit) API in **JSON** and **XML**; designed **JUnit tests**
- Received full marks for project

TECHNICAL SKILLS

Proficient: Java, HTML, CSS, TypeScript, C++

Familiar: C, C#, Scheme, Node.js, Angular

Technologies: JSON APIs, PostgreSQL, AWS, Git, SVN, iOS, Android