JANET CHEN

janetchen.ca

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github.com/janet-chen

BA Computer Science at the University of British Columbia

Expected: 2015 - 2020 (with co-op)

WORK EXPERIENCE

Copperleaf, Software Developer Co-op

Sep 2017 - Apr 2018

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

UBC Emerging Media Lab, Coordinator

May - Aug 2017

- Designed WordPress CMS website with customized HTML and CSS
- Created and led Immersive Learning Orientations
- Explained and demoed in-house products made for HTC Vive, Microsoft HoloLens, Google Cardboard

Immersive Tech Lab, Project Manager

Jul - Aug 2017

- Managed team using agile with Scrum to create Rats!, a VR edtech tool for animal dissections in high school biology classes; 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 (Feb 2017 – Present) AGDA VR, Co-founder (Jan 2017 – Present) Ladies Learning Code, Mentor (Feb 2017 – Present) **GIRLsmarts4tech**, Mentor (Feb - Mar 2017) **UBC A Cappella, Section Leader** (Sep-Apr 2017)

PROJECTS

Geography Research Project

Feb - Aug 2017

 Developed features for Stanley Park VR experience in **Unity** and **C#** with the **VRTK** API and UnityVR

Amazon Skill: The Golden Quest

March 2017

- Developed a voice-input game for the Alexa Skills Kit with the Amazon Echo at nwHacks 2017
- Implemented and tested with alexa-sdk and Node.js; used AWS for deployment and Github for version control

TECHNICAL SKILLS

Proficient:

Java, HTML, CSS, TypeScript, C++

Familiar:

JavaScript, C, C#, Scheme, Node.js, Angular

Technologies:

JSON APIs, PostGreSQL, AWS, Azure, version control (git, plastic SCM)

AWARDS & INTERESTS

Trek Excellence Award: Scholarship awarded to students with top 5% GPA

Dean's List: Awarded to students with average above 85%

Interests: STEM Outreach, Technology & Education, Design, Virtual Reality Development