JESSICA CHEN

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PROGRAMMING SKILLS

Languages: Java, Python, C, C++, HTML/CSS, JavaScript, SQL, R
Tools & Software: git, Pantheon, Docker/Lando, JUnit

EDUCATION

University of California, Berkeley   May 2019
Economics B.A., Computer Science Minor   Overall GPA: 3.381

Relevant Coursework: Structure/Interpretation of Computer Programs, Data Structures, Computer Architecture, Databases, Graphics, Artificial Intelligence, Web Design

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WORK EXPERIENCE

Web Developer | Haas Institute for a Fair and Inclusive Society   *8/2018 - Present*

- Maintain and update 5 organization websites using Drupal and Wordpress content management systems
- Implement new site features and designs using HTML, CSS, and JavaScript
- Incorporate CMS functionalities by installing modules/plugins and updating backend code
- Troubleshoot and fix technical bugs/content errors
- Test and deploy changes via git and Pantheon hosting services

Teaching Assistant | Web Design DeCal (CS 198)   *1/2019 - 5/2019*

- Assisted course instructors with teaching 100+ students the fundamentals of front end web development and design (using HTML, CSS, and JavaScript) at weekly lecture and lab sections
- Led 17 student lab cohort, held office hours, and graded assignments/projects
- Maintained and updated course website and student portal using Django

CS 61B/BL Academic Intern | UC Berkeley Computer Science   *6/2018 - 12/2018*

- Helped students in CS 61B/BL enhance understanding of data structures, object-oriented programming (OOP), asymptotic analysis, sorting/search algorithms, and JUnit testing by answering questions/conducting mini lectures during labs

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PROJECTS

Shape from Stereo

- Wrote a program in C to simulate depth perception by computing depth information from stereo images
- Optimized implementation using parallelism and multithreading

Bear Maps

- Wrote the back-end of a web-mapping application in Java, using a real dataset of Berkeley, CA
- Implemented rastering, the conversion of query requests to corresponding pixel-by-pixel images
- Implemented routing, the identification of distances/paths between two points, using a constructed graph and knowledge of search algorithms
- Created unit tests to debug application components using JUnit

Monster Escape

- Designed and created a 2D tile-based game in Java with keyboard and mouse interactivity
- Created a world generator to output random, unpredictable worlds for each new game
- Included creative mechanisms and descriptive features to ease and enhance the user experience