

# Junjie Chen

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## Education

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**University at Buffalo, The State University of New York**

Buffalo, NY

Bachelor of Science in Computer Science

Graduating May 2020

GPA 3.6/4.00

## Experience

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**Research Assistant** - University at Buffalo

September 2018- Present

- Utilized Python to develop a program that can synchronize the videos from the data I collected

**Software Engineer Intern** - SyncIoT Technologies

July 2019 - August 2019

- Constructed a full-stack web application that allows the customer to see data from the IoT sensor by using AWS, EJS, ExpressJS, MongoDB, and Node.js
- Designed user privilege along with the administrator system and implemented them on the website
- Implemented new features with APIs and improved website stability

**Student Software Engineer** - UB Nano-Satellite Laboratory

September 2017- December 2018

- Assisted in developing GLADOS Satellite in C++ and preparing to launch it into orbit
- Executed test cases and computed the download amount for the flight software system

**Web Developer Intern** - Alzerina Jewelry

May 2018- August 2018

- Managed the company website content and added/removed product through Shopify
- Created a new website for Alzerina Fashion by using HTML, CSS, and JavaScript

## Projects

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**Momenify.com** - React, Node.js, MongoDB, AWS, Socket.io

Present

- Currently designing a social media website that allows people to connect with strangers through posting moments, following and messaging

**Bookdeal.online** - React, Node.js, MongoDB, ExpressJS.

Spring 2019

- Built a full-stack web application for the students to buy and sell items using MERN Stack
- Developed unit tests and implemented new features by using Postman and third-party APIs

**Trading Market** - Solidity, SQL/MySQL, Node.js, Bootstrap

Spring 2019

- Designed and implemented a decentralized application for item trading market
- Constructed a smart contract to provide verification and transaction records among users

**Tappy Unicorn** - C#, Unity, GIMP

Summer 2018

- Produced a mobile game in C# on Unity where a player has to control a game character to avoid barriers in order to gain a higher score

## Skills

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**Programming:** Java, JavaScript, PHP, SQL, C++, C, Python, OCaml, HTML, CSS, C#

**Frameworks and Tools:** React, Node.js, MongoDB, Mongoose, MongoDB Atlas, MySQL, Bootstrap, ExpressJS, Amazon Web Services, Heroku, Git, jQuery, Shopify, EJS, Visual Studio, Android Studio, Postman, AJAX, Docker, Google Analytics, Socket.io