# Junjie Chen

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## Education

**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

**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

**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

**Buy and Sell Platform** - 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

**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, Socket.io