

Junjie Chen

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Education

University at Buffalo, The State University of New York

Buffalo, NY

Bachelor of Science in Computer Science (GPA: 3.6)

Graduating May 2020

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, Bootstrap, 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, AWS EC2 and S3, Redux, Socket.io

Present

- Currently developing a multimedia social media website that allows people to connect with others through creating posts, commenting, following, and messaging with other users
- Lead a small team to come up with the design in agile software development

Bookdeal Platform - React, Node.js, MongoDB, ExpressJS.

Spring 2019

- Built a full-stack web application for the students to buy and sell items
- 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, Redux, Shopify, EJS, Visual Studio, Android Studio, Postman, AJAX, Docker, Google Analytics, Selenium, Socket.io