Yang Chen

2A Systems Design Engineering, University of Waterloo
An eager learner with a passion for elegant, intuitive, and innovative product design.

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Skills

Design & Prototyping
- Experienced with **Sketch, Paint.NET, Photoshop, Marvel, Flinto, Adobe Premiere.**
- Applied iterative, **Norman/Nielsen** design principles in design projects; evaluated user requirements, created **Gantt Chart**, **UML Diagrams**, **QFDs**. Built low, medium, high-fidelity prototypes. Experienced with rapid prototyping.

Development
- 3 years of OOP in **Java**.
- Experienced with **iOS+Swift/Obj-C**, **Android**, **C++**, **HTML/CSS**, **Javascript**, **JQuery**.

Soft Skills
- Strong oral and written communication skills; delivered speech at Toronto Metro Hall, gave media interviews for Spelling Bee Literacy initiative.
- Able to lead and manage projects effectively and excel as a team player within any group as evidenced by Engineering Ambassador and Class Representative positions.

Projects

Judio
- Developed social music-making app as a start-up venture at Velocity Residence.
- Designed layouts, graphics using **Paint.NET**.
- Programmed front-end and audio capture, playback using simultaneous streams in **Android** and **iOS**.
- Won **best iOS prize** sponsored by Apple at hackathon.

UW Degree Planner
- Developed degree/course planner web app at hackathon.
- Designed layouts, graphics using **Paint.NET**. Implemented Javascripts via **AngularJS**.

Who Wants to Be a Millionaire Game
- Developed single-player educational Who Wants to Be a Millionaire game in **Java** with partner.
- Designed and animated UI to be similar to TV graphics

Experience

Solutions Prototype Developer   Sep. - Dec. 2014
Manulife RED Lab @ Communitech

- Conceptualized, designed and implemented **web** app and **iOS** app products in 2-week sprints to improve consumer-facing services
- Created internal project showcase website using **Ghost** and **Bootstrap**
- Researched current and upcoming technology for current and future use in financial services
- Won 1st place in co-op innovation challenge for facial recognition security project

Research Assistant   Jan. – Apr. 2014
University of Waterloo

- Developed, optimized and documented mathematical algorithm and implemented in **MATLAB** to analyze arctic sea ice satellite data; reduced run-time by **25%**
- Built on, presented, and wrote 30-page document on Unity game engine-based **C#** framework for developing digital tabletop research software

Research Intern   Jul. – Aug. 2012, 2013
Sunnybrook Health Sciences Research Institute

- Designed and programmed internal billing tracking software in **C++** using **Qt**, **SQL**, consolidated biologists' and IT's **user needs and requirements**
- Conducted research project on novel imaging technique for breast cancer pathology, **won gold medal at 2013 Toronto Science & Technology Fair**
- Communicated across laboratory departments, developed **forms** for standardized specimen repository, performed data mapping

Interests/Hobbies

A Cappella, Curling, Choreography, Architectural Design, EdTech, Geography, Film Production