

# Zixuan Chen

Cell: 971-255-3311

E-mail: [jackchenlorch@yahoo.com](mailto:jackchenlorch@yahoo.com)

Location: Portland, OR

## Education

Bachelor's Degree in Computer Science, Portland State University

09/20/11 – 08/13/16

## Technical Skills

C++ (proficient), C (proficient), Java (proficient), JavaScript (prior experience), HTML (prior experience), CSS (prior experience)

## Work Experience

**VOLUNTEER** Portland, US

11/03/2015

On Nov 3, I took a chance to be a member of volunteer team during the Mozilla Developer Conference, the View Source 2015

- Helped and guided guest speakers during the conference at the backstage
- By attending its several workshops, I understood today's circumstances of the Internet and what web developers or programmers should do to avoid certain stereotypes or biases that they might be unconscious of

**WEB DESIGNER & ANDROID APPLICATION TESTER** Bawei Technology, China

07/01/2014 – 09/10/2014

As an intern, I comprehended the basic skills of Android application development and web design using HTML

- Learned the language of HTML and designed the frontend of a simple webpage
- Assisted the development of an Android application using Java
- Analyzed and tested the usability of an Android application on Android smartphone

**TEACHING ASSISTANT** New Century English School, China

08/01/2012 – 09/20/2012

A part-time job that I took during the summer to gain some valuable social and work experience

- Assisted the teacher to check the pronunciation of each student and grade the assignments
- Discussed several important course objectives with the teacher utilizing my personal experiences as an international student in the US

## Individual & Group Projects

### School Memories

06/2016 – present

A visual novel game that I did for my Open Source class at PSU. The game was based on my own experiences during high school and was designed to have several endings based on some choice chosen.

- Learned the basic techniques of building a game using JavaFX packages
- Improved my understandings of Java programming language
- Improved my skills of finding and solving problems during implementation

<https://github.com/lorch1010/OpenSourceProject>

### 3D Game

08/2016 – present

I learn how to build a 3D game using C++ and Visual Studio during my spare time. The completion of this game may take much longer than expected.

- Understood the difficulty of game implementation on Windows platform
- Learned the basic techniques of game implementation, such as modeling and shadow effects

<https://github.com/lorch1010/3Dgame>

### Capstone Website

02/2016 – 08/2016

A web application that I and my Capstone teammates built for the Capstone project at PSU. The application serves as an efficient method for students and instructors to interact with each other. Depending on different roles, they should be able to upload resumes, check midterm or final 360 reviews, assign groups, etc.

- Understood the importance of teamwork
- Understood the significance of communication in a group project
- Learned technologies, such as React, and Meteor, for building a web application
- Improved my understandings of JavaScript language

<https://github.com/CapstoneWebsite/CapstoneWebApplication>

### FTP Client

06/2016 – 08/2016

A FTP client application for the course of Agile & Other XP Software.

- Understood the definition of Agile Software Development and how it should work in a group project
- Realized that the technical skills in a team could not be balanced. Each of the team members must struggle to achieve the assigned tasks.
- Understood the significance of communication again

<https://github.com/Hegnell/AgileSummer2016>