

Matthew Chen

Santa Cruz, CA (willing to relocate) | 626-537-8396 | mattdev727@gmail.com

[LinkedIn](#) | [GitHub](#)

EXPERIENCE

Full Stack Developer Intern

Jul 2024 – Sep 2024

Just Nature

Arcadia, CA

- Revamped content and layout of the Just Nature website, reducing loading times by 50% and boosting site performance and enhanced overall customer satisfaction
- Performed regular website audits, identifying and resolving 3+ technical issues weekly, ensuring consistent optimization of load times and a smoother user experience
- Improved user satisfaction by 15% through enhancements in website functionality, directly contributing to higher user engagement and positive feedback

EDUCATION

University of California, Santa Cruz

Sep 2022 – Jun 2025

Bachelor of Science in Computer Science

Santa Cruz, CA

- **Honors:** Dean's Honor List
- **Relevant Coursework:** Introduction to Software Engineering, Database Management Systems, Foundations of Programming Languages, Principles of Computer System Design

PROJECTS

SafeHouse | *React, Firebase, Next.js, PostgreSQL*

Sep 2024 – Present

- Lead a collaborative project with 5 peers to develop an intuitive real estate website tailored for university students, facilitating direct access to over 200 housing listings within the first month of launch
- Built a web scraper that parses listings from real estate websites, providing students with a comprehensive view of housing options, reducing search time by an estimated 40%
- Conduct daily scrum meetings, improving team collaboration and productivity, leading to a 20% faster sprint completion rate

PlayGomoku | *React, Go, Firebase, PostgreSQL, AWS*

Apr 2024 – Present

- Facilitate the development of a Gomoku game using Go, focused on exploring strategic gameplay mechanics and deepening theory exploration
- Design an intuitive user interface to elevate the gaming experience, aiming to increase player retention by 10% through seamless interactions and visual appeal
- Build a robust AI opponent, offering a challenging and engaging experience for human players, enhancing overall gameplay depth

AiFolder | *React, HTML/CSS, JavaScript, Firebase, Flask*

Jun 2024 – Aug 2024

- Created an AI-powered file manager that enhances file management efficiency by up to 50%, automatically organizing directories for streamlined workflows
- Leveraged advanced OpenAI models for real-time categorization of folder hierarchies containing thousands of documents, achieving significant reductions in manual sorting efforts
- Developed a responsive user interface using Electron and React, enabling cross-platform functionality and achieving a user satisfaction rate of 95% in testing

SimpleDB | *C, C++*

Apr 2024 – Jun 2024

- Engineered API layers, including a relation manager, index manager, record-based file manager, and paged file manager, to ensure robust and scalable database operations
- Implemented advanced query optimization techniques, utilizing B+ tree indexes and algorithms such as Index Nested Loop Join, to achieve efficient and rapid query results

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, Python, Go, C, C++, SQL

Developer Tools: Git, Github, VS Code, Visual Studio, Vim, Google Colab, Jupyter Lab, Docker, AWS

Frameworks/Libraries: Next.js, React, Tailwind CSS, Node.js, Electron, Flask, PostgreSQL

Misc: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, GIMP, LaTeX