

# Matthew Chen

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

## EXPERIENCE

|   |                                    |
|---|------------------------------------|
| <b>Full Stack Developer Intern</b><br><i>Just Nature</i>  | Jul 2024 – Sep 2024<br>Arcadia, CA |
| <ul style="list-style-type: none"><li>Revamped content and layout of the Just Nature website, reducing loading times by 50% and boosting site performance and enhanced overall customer satisfaction</li><li>Performed regular website audits, identifying and resolving 3+ technical issues weekly, ensuring consistent optimization of load times and a smoother user experience</li><li>Improved user satisfaction by 15% through enhancements in website functionality, directly contributing to higher user engagement and positive feedback</li></ul> |                                    |

## EDUCATION

|  |                                       |
|--|---------------------------------------|
| <b>University of California, Santa Cruz</b><br><i>Bachelor of Science in Computer Science</i>  | Sep 2022 – Jun 2025<br>Santa Cruz, CA |
| <ul style="list-style-type: none"><li><b>Honors:</b> Dean's Honor List</li><li><b>Relevant Coursework:</b> Introduction to Software Engineering, Database Management Systems, Foundations of Programming Languages, Principles of Computer System Design</li></ul> |                                       |

## PROJECTS

|  |                     |
|--|---------------------|
| <b>SafeHouse</b>   <i>React, Firebase, Next.js, PostgreSQL</i>   | Sep 2024 – Present  |
| <ul style="list-style-type: none"><li>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</li><li>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%</li><li>Conduct daily scrum meetings, improving team collaboration and productivity, leading to a 20% faster sprint completion rate</li></ul> |                     |
| <b>PlayGomoku</b>   <i>React, Go, Firebase, PostgreSQL, AWS</i>  | Apr 2024 – Present  |
| <ul style="list-style-type: none"><li>Facilitate the development of a Gomoku game using Go, focused on exploring strategic gameplay mechanics and deepening theory exploration</li><li>Design an intuitive user interface to elevate the gaming experience, aiming to increase player retention by 10% through seamless interactions and visual appeal</li><li>Build a robust AI opponent, offering a challenging and engaging experience for human players, enhancing overall gameplay depth</li></ul>  |                     |
| <b>AiFolder</b>   <i>React, HTML/CSS, JavaScript, Firebase, Flask</i>  | Jun 2024 – Aug 2024 |
| <ul style="list-style-type: none"><li>Created an AI-powered file manager that enhances file management efficiency by up to 50%, automatically organizing directories for streamlined workflows</li><li>Leveraged advanced OpenAI models for real-time categorization of folder hierarchies containing thousands of documents, achieving significant reductions in manual sorting efforts</li><li>Developed a responsive user interface using Electron and React, enabling cross-platform functionality and achieving a user satisfaction rate of 95% in testing</li></ul>                  |                     |
| <b>SimpleDB</b>   <i>C, C++</i>  | Apr 2024 – Jun 2024 |
| <ul style="list-style-type: none"><li>Engineered API layers, including a relation manager, index manager, record-based file manager, and paged file manager, to ensure robust and scalable database operations</li><li>Implemented advanced query optimization techniques, utilizing B+ tree indexes and algorithms such as Index Nested Loop Join, to achieve efficient and rapid query results</li></ul>   |                     |

## 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