Shan Chen

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EDUCATION

Brandeis University, Waltham, MA — Expected: May 2022
Master of Science, Computational Linguistics

St. Olaf College, Northfield, Minnesota — May 2020
Bachelor of Arts, Mathematics, Japanese, Linguistics Concentration — Major GPA: 3.73/4.0

- Honors/Awards: Cum Laude with distinctions, Japanese National Honor Society, Pi Mu Epsilon, JASSO Scholarship, National Japanese Exam Silver Prize, Henry Luce Research Grant
- Semester abroad: Nagoya University School of Engineering, Nagoya, Japan

WORK EXPERIENCE

Part-time Developer, Unismart・ユニスマ, Tokyo, Japan — June 2020 – Present

- Developed a cross-platform app using Flutter and Firebase framework designed to help to connect 10k+ university students during the COVID-19 pandemic.
- Support real-time push notification, messaging, coursemate matching system using Firebase API.
- Designed customer analytics functions to assess customer acquisition and app engagement gaining over 91 percent positive feedback.

Developer, Kindle Games, Remote, Singapore — March 2019 – August 2019

- Web development for the company's website and managed promotion events.
- In-game translation models research using 3DMGAME's translation data, improved 5% accuracy.

Linguistics Research Assistant, St. Olaf College, Northfield, Minnesota — June 2018 – July 2019

- Conducted data analysis and synthesized data into a published paper (publication listed below).
- Generated and analyzed Japanese web sourced linguistics data for Ito, Ph.D.'s linguistics research.

PROJECTS

St. Olaf Events Organizer — October 2019 – December 2019

- Automated college poster based events organizers to help club leaders to share their campus events.
- Leveraged frameworks: Qt, C++, SQL, Auth API, CRUD conventions.

Computational sociolinguistic analysis of cross-cultural celebrity emoji use — March 2019 – June 2019

- Created machine learning models with neural networks, SVM, KNN, and random forests to predict emoji usage based on tweets' sentiment scores.
- Analyzed celebrities' emoji use across cultures and compared the result to common users.
- Proven differences among usages, developing a classifier to predict tweet goals through emojis.

Exploration of League of Legends professional winning strategies — May 2020 – June 2020

- Using 10 different statistical machine learning models including, Bagging, Penalized Regression, SVM, Random Forests, and Ada Boosting, predicting win rate. Got 82% (improved by 9%) accuracy rate with the voting system among these models as results explained pro-players' scientific playing styles.

RELATED COURSES

Algorithms & Data Structures, Applied Algorithms, Discrete Mathematics, Graph Theory, Neural Computation, Probability & Statistics, Object-Oriented Software Design, Advanced Programing Techniques in Java, Statistical Machine Learning, Natural Language Processing

LANGUAGES

Chinese (Native), English (Native), Japanese (Professional working proficiency), German (Elementary)
Python, C++, Java, R Studio, Flutter, HTML & CSS, JavaScript, NoSQL

PUBLICATION

The development of willingness to communicate in L2 Chinese writing, Lexington Press, 2019