

Caroline Chen

SKILLS

LANGUAGES

Proficient

Python, Javascript

Familiar

Java, Ruby,

HTML & CSS, MySQL

TECHNOLOGIES

BeautifulSoup4, PyMySQL,

Python Lex-Yacc, KinomaJS

Processing.js, Ruby on Rails

SOFTWARE

Github Desktop

Adobe Illustrator

Adobe Premiere Pro

Stencyl (Game Engine)

Unity

ACTIVITIES

VIRTUAL DRUG SCREENING

January - December 2013

Identified candidate compounds to develop an antibiotic for neonatal septicemia using high-throughput virtual screening in GOLD and structural analysis in PyMol

HEALTH OCCUPATIONS STUDENTS OF AMERICA

January 2013 - May 2014

social enrichment through community service volunteering and placed 3rd in both state & national competitions for forensic

SXSW VOLUNTEER

March 2014

70 hours over 1 week span ushering and fostering interest for the Accelerator kickstarter competition

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

M.Eng. Electrical Engineering and Computer Science

Concentration in Visual Computing and Computer Graphics

Selected Coursework:

User Interface Design and Development, Interactive Device Design, Machine Learning, Computer Vision, Technology Strategy & Industry Analysis, Project Management & Teaming, Accounting & Financing for Engineers, R&D Technology Management & Ethics, Data Analytics

May 2017

GPA: 3.7

UNIVERSITY OF TEXAS, AUSTIN

B.S. Biochemistry • University Honors List, College Scholar
Elements of Computing Certificate
Business Foundations Program Certificate

May 2016

GPA: 3.85

Selected Coursework:

Elements of - Computers and Programming, - Software Design,
- Databases, - Programming Languages, Intro to Game Development,

ACADEMIC PROJECTS

FOCUS LCA

M.Eng. Capstone

- a web app for life cycle assessment of products' environmental impacts
- performed user testing with Wizard of Oz and high-fidelity prototypes
- developed using MVC model with Ruby on Rails and the Google Chart API

A LA CARTE

User Interface Design and Development

- created a mobile app for a simulated IoT shopping cart with KinomaJS
- performed contextual inquiry, task analysis, and competitive analysis
- iterated through the design process with low-fidelity and high-fidelity prototypes

HOLOMOTE

Interactive Device Design

- an input device for the Microsoft HoloLens to aid in translation, rotation, and scaling
- performed contextual inquiry of target users to capture expected functionality
- implemented user interface and wireless communication to HoloLens companion app

SWIFT LANGUAGE SUBSET INTERPRETER

Elements of Programming Languages

- built an interpreter for variable assignment and switch cases for the Swift language
- utilized Python Lex-Yacc to define code tokens and create an interpretable grammar
- integrated Java stream operators and Python lambda functions with Jython

HBC COOKBOOK

Elements of Databases

- designed a relational database using PyMySQL for www.foodnetwork.com recipes
- built a webcrawler and webscraper with BeautifulSoup4 to parse recipe data

SLAYER

Intro to Game Development

- created a 2D, arcade style hack-and-slash using the Stencyl game engine
- employed Scrum methodology to collaborate with team and track progress

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