

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

KERRORRO



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KERRORRO.GITHUB.IO



CAROLINE_CHEN@BERKELEY.EDU



EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

May 2017

M.Eng. Electrical Engineering and Computer Science

GPA: 3.7

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

UNIVERSITY OF TEXAS, AUSTIN

May 2016

B.S. Biochemistry • University Honors List, College Scholar

GPA: 3.85

Elements of Computing Certificate

Business Foundations Program Certificate

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