### **Laura Chen**

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#### **EDUCATION**

New York University NEW YORK, NY

Bachelor of Science in Computer Science & Mathematics

Expected Grad. May 2026

Relevant Coursework: Basic Algorithms, Data Structures, Discrete Mathematics, Linear Algebra, Calculus II & III

### **President** of Math Society

- Led CSplash, an annual event aimed to introduce high school students to upper-level mathematics.
- Heading a club of over 300+ members and making final decisions for the executive board about events.

# **Marketing Coordinator** Women in Computing

Maintains and updates the official website, including keeping events and executive board up to date

#### **EXPERIENCE**

SwiftXR REMOTE

Software Engineer Intern

June 2023 - September 2023

- Revamped landing page demo video with latest content using React, enhancing user engagement
- Transformed the case carousel display into dynamic video sliders using JavaScript
- Created a hand tracking model on an external vanilla html codebase that was integrated into the editor

YouTube

San Bruno, CA / REMOTE

**Contracted Content Creator** 

August 2022 - January 2023

- Contracted to join the Partner Program as a Youtube Shorts creator with over 80k+ subscribers
- Deliverables included creating 80+ original Youtube Shorts uploads over the course of 6 months

TikTok

Culver City, CA / REMOTE

**Contracted Content Creator** 

August 2022 - January 2023

- Contracted to be an ambassador for TikTok's first Global Gaming Accelerator program
- Deliverables included creating a promotional video that garnered over 4M+ views for the program

# **PROJECTS & HACKATHONS**

HackNYU 1st Place Devpost

 Created a game called "VimCat" that allowed young programmers to become more familiar with VIM through an interactive game created in React

Social Media App

<u>Live | GitHub</u>

• Developed a Threads clone with functionalities such as authentication, search engine, photo uploads, and a comment and reply system with over a **dozen users** in the MongoDB database

Technologies: Next.js, MongoDB, Clerk, TypeScript, Tailwind

Galaxy Generator Live | GitHub

• Fully 3D website used to render a galaxy by changing the parameters of an Archimedean spiral generated by the native Three.JS particle generator

Technologies: Three.Js, WebGL, JavaScript, HTML, CSS

## **SKILLS + Hackathons**

**Technical Languages:** TypeScript, JavaScript, Java, Python, HTML, CSS **Technologies:** Next.js, React, Express.js, Node.js, MongoDB, Tailwind