

Laura Chen

laurachen.me • [LinkedIn](#) • [GitHub](#) • New York, NY

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.

Tech Developer HackNYU

- Created the official website in React for HackNYU 2024 with a team of 6 developers

Marketing Coordinator Women in Computing

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

EXPERIENCE

IBM Accelerate

REMOTE

Client Engineering and Technical Sales Track

June 2024 - August 2024

- Selected as 1 out of 6890+ applicants (7% acceptance rate) in an intensive 8-week program covering a wide range of topics including cloud computing and artificial intelligence

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**

CloudChat

[Live](#) | [GitHub](#)

- Developed a Threads clone with functionalities such as authentication, search engine, photo uploads, and a comment and reply system with over **50+ users** in the MongoDB database. Wireframed in Figma.

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

Technical Languages: TypeScript, JavaScript, Java, Python, HTML, CSS

Technologies: Next.js, React, Express.js, Node.js, MongoDB, Tailwind