

Lin Chen
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Education

Lowell High School San Francisco, CA 94132
Expected Graduation: May 2017

Projects

Snail Assault

Snail Assault is an android mobile game that my group and I made at Mission Bit for the mobile game development class. The mechanics of the game is to shoot snails with salt water so that they can't attack Jimmy, the main protagonist's house. In the process of making this game, we use libgdx, a game development framework and the Java coding language. Through this project I earned how objects and classes worked, and that clean code is very important when working in a team.

Llama Empire

You're a Llama farm owner in this web based game, you buy, feed, and sell llamas in attempt to expand your business. For this game, I used a JavaScript game engine called Phaser. I chose to use this game engine because it has a similar framework to Java. I create and declare all the variables in one place, then change it elsewhere. Some things I learned in this project includes writing neater code and debugging faster.

Activities

2015-Present	Heart In Motion, <i>Leader</i> Volunteer at marathons such as Rock n Roll, Hot Chocolate
Summer 2015	Samsung Mobile App Academy, Scholastics
2014 - Present	Member of Enterprise for High School Students(youth employment program)
2013 - Present	Lowell Dragon Boat Team, <i>Leader</i> , Lowell High School
Fall 2014	Web Development Program, Mission Bit
Summer 2014	Game Development Program, Mission Bit
Fall 2013	Intro to Ruby, CodeNow

Volunteer Experience

- Spring 2016 **Instructor**, Mission Bit, Martin Luther King Jr Middle School San Francisco, CA
Teach principles of programing to middle school students
- Spring 2016 **Teacher's Assistant**, Mission Bit, Mission High, San Francisco, CA
Mentored at the Phaser Intro class
- 2013-Present **CSF Tutor**, Lowell High School San Francisco, CA
Tutor peers that are in need of it
Demonstrate leadership skills
Help peers succeed in a class they're struggling in

Work Experience

- Spring 2015 **Hacker Lab Assistant**, Mission Bit, San Francisco CA
Mentored at the HTML/CSS intro class
- 2015- Present **Crew Member**, Goodbye's Consignment, San Francisco CA
Take care of dressing room
Inventory and office work
Front counter work—cashier, filing, hanging/tagging
- 2015 **Passover Satyr Dinner Assistant**, San Francisco, CA
Prepared drinks and food for the dinner
Served drinks and food
- 2014-2015 **Waitress and Barista**, King's Cafe, San Francisco, CA
Served food
Made drinks
Cashier work
- 2014-15 **Face painter**, Happy Cakes, San Francisco, CA
Held face painting booths at children's birthday parties
Painted different characters on people's faces
- 2014-2015 **Video Game Designer Intern**, Bay Area Video Coalition, San Francisco, CA
Learn about social impacts
Design and code video games using Illustrator

Skills

Fluent in Chinese(Mandarin, Cantonese and Toishanese)

Proficient in computer programming:

Create basic websites

Make mini games

Made games using Java, HTML/CSS, Unity

Knowledge of Python and Ruby