

Lin Chen

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[LinkedIn](#) | [GitHub](#) | [Website](#)

EDUCATION

Virginia Polytechnic Institution and State University

BS Computer Science (Major) Expected Graduation: Spring 2020
Business (Minor) Overall GPA: 3.5

RELEVANT COURSES

CS 2114 - Software Design & Data Structures
CS 1114 - Intro to Software Design

PROJECTS

- **Music Visualization**
Used Java to create a data visualization applet that compares given survey data.
- **Homepage (Fig)**
Used React.js, HTML, and Sass (CSS) to create and design a carousel tool. Created new designs for game tiles which displays all active campaigns.
- **Game Library (Fig)**
Used React.js and HTML to create a table design tool for new Games Library that organizes all relevant information, and displays CTA buttons if necessary.
- **Vanilla Integration (Fig)**
Used Ruby to integrate a new Forum software seamlessly with what is currently present in the backend.
- **Personal Website**
Used HTML, CSS, and javascript to create a portfolio website.

SKILLS

Computer languages: Javascript, Java, Ruby on Rails, HTML/CSS, and Python.

Relevant libraries: React, Sass/SCSS, and Ajax.

PROFESSIONAL EXPERIENCE

Software Engineer Intern — Fig, San Francisco, CA

June 2017 - August 2017

- Redesigned and built a new homepage, and a games library page.
- Created administrative tools such as a promotional code tool to generate applicable discounts to our loyal backers.

Business Intern — Lang Antiques, San Francisco, CA

December 2016 - June 2017

- Assisted and learned about different aspects of how a business is ran.

Software Engineer Intern — Fig, San Francisco, CA

June 2016 - August 2016

- Replaced redirecting full page sign in/sign up with a popup modal for improved user experience.
- Created a survey widget to support our products team.

AWARDS

2017 San Francisco Bay Area Affiliate Award - National Center for Women & Information Technology