

# Liutong (Kate) Chen

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Personal Website: <https://liutongchen.github.io/>

## SUMMARY

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I am a highly self-motivated and result-driven software engineer who is always curious and fast in learning new technologies.

**Tech Skills:** Javascript, Python, React.js, Redux, Redux-Thunk, Node.js, Express.js, , D3.js, AWS Lambda, DynamoDB, Mocha, Chai, Django, Bootstrap, Material Design, JQuery, Gulp, Webpack, Babel, NPM, Postman, HTTP, Git, HTML, CSS

## WORK EXPERIENCES

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| <b>Ecoation</b> | <b>Software Developer Intern</b> | <i>Sept.2017 - Jan.2018</i> | <a href="https://www.ecoation.com/">https://www.ecoation.com/</a> |
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1) Full-stack development on a responsive web application that presents users with real-time data visualization and interaction from machine learning models.

2) Work with data science team to develop serverless backend APIs.

3) Refactor existing code to improve readability, maintainability, and scalability and implement integration test.

4) Prepare technical documentation for the deployment, maintenance, and use of software.

◇ Tech used: React, Redux, D3.js, Node.js, AWS Lambda, DynamoDB, S3 bucket, Material Design, Webpack, Babel, ES6 JavaScript, Mocha.js and Chai.js

◇ Awards: Our project wins the First Prize of "2017 Growing Startup in BC" competition hosted by BCIC.

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| <b>PCs4Kids</b> | <b>Game Developer</b> | <i>June.2017 - present</i> | <a href="http://www.pcs4kids.org/">http://www.pcs4kids.org/</a> |
|-----------------|-----------------------|----------------------------|---|

My job as a game developer in this project includes: planning and prototyping new web games, designing the architecture of the components, building development environment, testing sites and applications.

◇ Tech used: Phaser.io, Node.js, Express.js, Gulp, Javascript, HTML, CSS

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| <b>Microsoft</b> | <b>HR Intern</b> | <i>Mar 2016- May 2016</i> |
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1) Worked with technical recruiter to evaluate and select software engineer candidates based on their technical background.

2) Implemented automation tools in Python to automate form filling process, which largely increased work efficiency.

◇ Tech used: Selenium, Python

## PERSONAL PROJECTS

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| <b>Kicktasks</b> | Tech: ReactJS, Redux, Bootstrap | <a href="https://github.com/liutongchen/Kicktasks">https://github.com/liutongchen/Kicktasks</a> |
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◇ A single-page task management web application that combines a to-do list, pomodoro and a goal monitoring tool that works as scrum.

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| <b>Gomoku Game</b> | Tech: ReactJS, Redux, Bootstrap | <a href="https://codepen.io/Liutongchen/pen/YQRPEZ">https://codepen.io/Liutongchen/pen/YQRPEZ</a> |
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◇ A Japanese strategy board game between two players.

## EDUCATION

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| Nov.2016-present | <b>Self-learning Software Development</b> |
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Main courses: Advanced Node.js (Pluralsight); Building Applications with React and Redux in ES6(Pluralsight); RESTful Web Services with Node.js and Express (Pluralsight); An Introduction to Interactive Programming in Python (Rice University - 97.9%); Python Data Structures (University of Michigan - 99.2%);

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| Sep.2012-Jul.2016 | <b>Guangdong University of Foreign Studies (GDUFS)</b> |
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**B.A.in English Culture and Communication**

**Rank: top 5%**