

# Jason Chen

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## Professional Summary

I am currently apart of the Daedalus Scholar Cohort, headed by Mike Zamansky, pursuing a Computer Science and Chinese double-major at Hunter College of CUNY. I am also currently working on a green-earth related web page with two other cohort mates overseen by our mentor from Google.

## Skills

- Proficiency in Python, Java, C++ through courses taken during high school and college.
- Extensive experience with Unity3D from Game Programming course in high school.
- Experience with Android Studio.
- Currently working with Angular, HTML, CSS, and JS on Google Mentorship Project.

## Work History

**Sales Associate**, 11/2016 to Current

**Modell's Sporting Goods** - New York, NY

- Collaborated with team to complete store maintenance, stocking, merchandising and upkeep.
- Prepared merchandise for distribution and placement across sales floor.

## Education

**Bachelor of the Art:** Computer Science, 2021 (currently a Sophomore)

**Hunter College of The City University of New York** - New York, NY

**High School Diplomica:** 2017

**Bronx High School of Science** - Bronx, NY

## Projects

- This Garden Defender Game was the first project I had finished in my Game Programming class during my last year in High School. The concept of the project was to allow us to familiarize ourselves with the Unity3D interface, the concept of objects, and collision detection. [https://github.com/lurichaowo/Garden\\_Defender](https://github.com/lurichaowo/Garden_Defender)
- The Scramble game was my final project during the fall semester of my Freshman year. I had worked on this project with my partner, Lehman. We had this scrabble game in mind as it applied the knowledge of arrays, imports of external libraries, function calling, and dictionaries. <https://github.com/Solepride/Project>