Tiffany Chen

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EDUCATION

Rutgers University, School of Arts and Sciences Class of 2021

Relevant Courses: Data Structures, Computer Architecture B.S. in Computer Science

EXPERIENCE

Central Technical Services Department **Rutgers University**

Student Assistant *September 2017 – Present*

- Used tools such as SirsiDynix Symphony Workflows, and OCLC WorldCat for cataloging and correcting errors in the Rutgers University Libraries database.
- Handled placement of security tape, labeling using SpineOMatic, and stamping on over 1000+ books, 100 books each week.
- Provided general assistance to co-workers such when given tasks to use a specific technology.

LEADERSHIP/ACTIVITIES

Rutgers Esports **Rutgers University**

Graphic Designer/Web Developer *September 2018 – Present*

- Produced promotional material such as logos, flyers, banners, and other related graphics for the organization and its major events.
- Frequently communicate with members of other committees such as the partnership committee to obtain necessary information of sponsors that are to be put on promotional material and the systems and technology committee for live stream graphics.
- Provide updates such as appropriate visual representation to the organization website using WordPress.

Girls Who Code **Passaic High School**

General Member *November 2016 – May 2017*

- Collaborated with a team in the beginning stages of development on an alert system for the city of Passaic. The alert system is expected to inform and notify citizens about activities/events that take place in the city.

SKILLS

- **Programing Languages:** Java, C, JavaScript, Python, HTML, CSS
- **Technologies:** Git, Pygame, Three.js
- **Applications:** Adobe Photoshop, Adobe Illustrator, Eclipse, Microsoft Office, Vegas Pro
- **Interests:** Esports, Graphic Design, Drawing, Tennis, Animation

PROJECTS

Music Visualizer

- Developed an in-browser visualization tool based on audio input using JavaScript, HTML, and Three.js library. Implemented the Web Audio API to obtain frequency data to determine each individual bar's height.

100 Coins

- Designed a short simulation game in Python using the Pygame library. The player must collect at least 100 coins to play at the arcade. They are presented with multiple locations and course of actions that they can choose to obtain coins.

Expression Evaluation

- Created a program in Java that takes in a given math expression and returns the evaluated expression, containing numbers, variables, and arrays.
- Utilized stacks to perform basic operations such as addition, subtraction, multiplication, and division.