MELISSA CHEN

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EDUCATION

University of California, Los Angeles (Expected Graduation: June 2018)

B.S. Candidate in Computer Science
GPA: 3.465/4.0
Courses Include: *Algorithms, Automata Theory, Computer Networks, Computer Graphics, Operating Systems, Web Applications, Software Engineering, Database Systems, Discrete Structures, Software Construction Laboratory, Linear Algebra, Computer Organization/Systems Architecture, Virtual Reality*

Los Osos High School (Graduation: May 2014)

SAT Reasoning Test: 2260
GPA: 4.0/4.0 (unweighted)

EXPERIENCE

Northrop Grumman: Technical Intern (Software)
Summer 2017, Redondo Beach, CA

- Completed various programming projects for the C-RAM C2 team (Missile Defense Protective Services), including backend and GUI development for a graphics display configuration utility; experience in software integration
- Used KornShell, Swing (Java), Apex, Subversion, Linux (RHEL5, RHEL7)

Daily Bruin: Web Developer
Fall 2015 – Spring 2016, Fall 2016 – Present, UCLA

- Redesigning Meow, an open-source project that automates posting to Facebook & Twitter for student newspaper
- Build static and dynamic web pages for Daily Bruin content, including coverage for the Spring Sing event
- Graphics Reporting: Designed infographics, graphs and diagrams for news articles in Adobe Illustrator

Cloud Raxak: Software Engineer Intern
Summer 2016, Los Gatos, CA

- Worked with a team on the Raxak Protect Windows product, which enrolls machines in the database, scans and remediates them automatically on schedule using a pull-server model, enabling outreach to the Windows market
- Implemented the Raxak Protect Windows Admin Panel and cloud security STIGs, e.g. DISA-Mission Critical Classified
- Used Python, Powershell, HTML/CSS, and Javascript

PROJECTS

Apple Food Baby VR
Winter 2018, UCLA

- Created a Virtual Reality experience where a player uses controllers to consume apples and grow their belly. When the player moves the controllers quickly, representing "exercise," the belly shrinks
- Used Unity 3D/ Steam VR, HTC Vive, C#

Spaceship Hoops
Winter 2017, UCLA

- Designed and implemented a first-person game where the player pilots a spaceship through hoops to increase the score count, while avoiding asteroids and picking up hearts for extra lives
- Used WebGL, HTML/CSS, Javascript

UCLA IEEE: OPS
Fall 2015 – Spring 2016, UCLA

- Completed hands-on, electrical engineering projects: circuit assembly/debugging, introduction to microcontrollers
- Final team project: a PID-controlled rodent which navigated a mini Micromouse maze

SKILLS

Programming Languages

C++/C, Python, Javascript, Java, C# (in order of proficiency)

Technical Proficiencies

HTML/CSS, Photoshop, Illustrator, Git, Linux, MySQL, Unity, WebGL, KornShell, Swing, Powershell, Redis, AngularJS

AWARDS

- Eugene and Marilyn Stein Scholarships in Engineering (2018)
- National Merit Scholar Finalist (2014)
- President's Volunteer Service Award - Bronze (2013)
- 1st Place Introduction to Business Communication – FBLA Inland Section (2012)

INTERESTS

ACM, Front-End Development, UI/UX, Digital Drawing and Painting, Musical Theatre, Swimming