Miffy Chen

Software Engineer
Full-Stack Developer

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EDUCATION

BOSTON UNIVERSITY (Boston, MA)

MASTER OF SCIENCE IN COMPUTER SCIENCE | GPA: 4.0 / 4.0 — Sept 2017 – May 2020

- Data Structures • Analysis of Algorithms • Computer Networks • Computer Architecture • Operating Systems
- Adv. Programming Techniques • Software Engineering • Software Quality, Testing, & Security Management

BACHELOR OF ARTS IN PSYCHOLOGICAL & BRAIN SCIENCE — Sept 2011 – May 2015

PROFESSIONAL EXPERIENCE

AWS TECHNICAL INTERN @ Amazon (Boston Seaport) — June – Aug, 2019

- Implemented a clean UI that presents *AWS Professional Services* offerings, and a predictions model based on past customer data from *Salesforce* to help account managers and practice managers when engaging future customers.
- Services used includes: **S3**, **Amplify**, **SSO**, **Cognito**, **WAF & Shield**, **API Gateway**, **Lambda**, **SNS**, **CodeBuild**, **CodeCommit**, **CodePipeline**, **DynamoDB**, **CloudWatch**, **CloudTrail**, and **CloudFormation**.

SOFTWARE ENGINEERING INTERN @ BrainCo Tech — Mar – May, 2019

- Created cross-platform games using **React.js**, **Node.js**, and **Electron.js** that trains concentration and relaxation skills by reading electrical impulses through *EEG headbands* in real-time.
- Implemented a 2-4 player racing game using 'focus levels' of players as speed controls for mini model cars on a race track. Used by the company as their showcase demo for *CES 2020 (Consumer Electronics Show)*.

TEACHING ASSISTANT @ Boston University — Sept 2019 – Dec 2019

- Served as a TA in **Computer Networks** & **Operating Systems** to Prof. John Day (who worked on the ARPANET & OSI).

HACKATHONS

BOSTONHACKS @ Boston University | * 1st Place Winner & Best Hack Award * | — Nov 16 – 17, 2019

- Built a **Unity** game controlled by **Bose** Frames, an outdoor sunglasses with spatial sound and gyroscope capabilities, that imitates *Mario Kart* but with language learning cues as obstacle blocks using the **Bose AR SDK**.
- Customized configurations to calibrate motion input from the Bose Frames controller in forms of head tilts & turns.
- Implemented an AudioManager in **C#** that controls audio files to play audio cues on time in relation to player's Z-position to the blocks.

TECHTOGETHER @ Boston University | *Winner of Microsoft Azure Champ Challenge* | — Mar 15 – 17, 2019

- Built a ChatBot web app that checks up on grandparents (elderly) acting as a concerned grandchild, identifies early-on the potential health symptoms they may be exhibiting, encourages them to lead an active lifestyle, and stays connected to their families through help of social media.
- Project created with **Node.js** and **EJS**, hosted using **Azure's Web App** and **DevOps** services, connected to **GitHub** repository with a **CI/CD pipeline** on Azure.
- Created 3D facial scans as stand-in grandchild during conversations using Apple's **ARKit** and **CoreML**.

HACK(H)ER413 @ UMass Amherst | *Winner of Best Use of Google Cloud Platform* | — Feb 09 – 10, 2019

- Built a **Machine Learning Model** that identifies breed combinations of mix-bred dogs and cats to help raise adoption rates in animal shelters using **Google Cloud AutoML Vision**. Achieved an accuracy rate of 97.04% with the custom-trained model, a 3.259% improvement from using the pre-trained model of **Google Cloud Vision API**.
- Built a web UI with **REST API** that executes **Serverless Application Scripts** stored on **Google Cloud Functions**.

TECHNICAL SKILLS

LANGUAGES
Java, C#, Python, JavaScript, SCSS

FRAMEWORKS
React.js, Angular 8, AngularJS, Vue.js, Node.js, Spring-Boot

TOOLS / CLOUD PLATFORMS & SERVICES
Git, GitHub, Postman, MS SQL Server, AWS, MS Azure, Firebase, Google Cloud