

# yvonne chen

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muscovite.github.io

973-953-9559

work	<b>ExtraHop Networks</b>	<b>Seattle, WA</b>
	Senior Software Engineer, Framework	Jan 2020 – present
	// TODO	
	Software Engineer, Framework	Aug 2016 – Dec 2019
	// TODO	
	<b>Groundspeak/ Geocaching HQ</b>	<b>Seattle, WA</b>
	Software Engineering Intern	Jun 2015 – Sept 2015
	<b>Center for Game Science, UW</b>	<b>Seattle, WA</b>
	Graduate Research Assistant	Aug 2014 – May 2016
	Focus: educational games for K-12 students	
	Chen, Y. et al. <i>Crowdsourcing Accurate and Creative Word Problems and Hints</i>	HCOMP 2016
	<b>Interface Ecology Lab, Texas A&amp;M University</b>	<b>College Station, TX</b>
	REU Student Researcher	Jun 2013 – Jan 2014
	Focus: integrating sketching with digital curation	
	<i>References available upon request</i>	
education	<b>University of Washington (UW)</b>	<b>Seattle, WA</b>
	M.S. Computer Science	Aug 2014 – May 2016
	GPA: 3.73	
	<b>New Jersey Institute of Technology (NJIT)</b>	<b>Newark, NJ</b>
	B.S. Computer Science	Aug 2010 – May 2014
	GPA: 4.0	
skills	<b>Languages</b>	<b>Frameworks</b>
	Python, Go, C, Mandarin (conversational)	Django, V8
awards	<b>National Science Foundation (NSF)</b>	
	Graduate Research Fellowship	Mar 2015
interests	Raising pet ducks, weightlifting, hiking, baking, consuming baked goods, reading, saying that I want to learn Rust and Russian but not following through	