

# yvonne chen

yvonnechen.91@hotmail.com  
[muscovite.github.io](https://github.com/muscovite)

work	<b>ExtraHop Networks</b>		<b>Seattle, WA</b>
	<b>Principal Software Engineer, Middleware</b>		Mar 2024 – present
	// TODO		
	<b>Senior Software Engineer, Middleware</b>		Mar 2022 – Mar 2024
	// TODO		
	<b>Senior Software Engineer, Framework</b>		Jan 2020 – Mar 2022
	// TODO		
	<b>Software Engineer, Framework</b>		Aug 2016 – Dec 2019
	// TODO		
	<b>Groundspeak/ Geocaching HQ</b>		<b>Seattle, WA</b>
	<b>Software Engineering Intern</b>		Jun 2015 – Sept 2015
	<b>Center for Game Science, UW</b>		<b>Seattle, WA</b>
	<b>Graduate Research Assistant</b>		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</b>		<b>College Station, TX</b>
	<b>REU Student Researcher</b>		Jun 2013 – Jan 2014
	Focus: integrating sketching with digital curation		
	<i>References available upon request</i>		
education	<b>University of Washington</b>		<b>Seattle, WA</b>
	<b>M.S. Computer Science</b>		Aug 2014 – May 2016
	GPA: 3.73		
	<b>New Jersey Institute of Technology</b>		<b>Newark, NJ</b>
	<b>B.S. Computer Science</b>		Aug 2010 – May 2014
	GPA: 4.0		
skills	<b>Languages</b>	<b>Frameworks/DB</b>	
	Python, Go, Mandarin (conversational)	Django, Postgres	
awards	<b>National Science Foundation</b>		
	<b>Graduate Research Fellowship</b>		Mar 2015
interests	Raising pet ducks, weightlifting, hiking, baking, consuming baked goods, reading, piano, arts & design		