

NINA CHEN

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EDUCATION:

University of Michigan

Bachelor of Science in Computer Science

April 2018

GPA: 3.54

WORK EXPERIENCE:

Software Engineer

2018 - Present

Textron Systems

- Develop control software for Advanced Architecture Phase Amplitude and Time Simulator (A2PATS)
 - Create views and features for A2PATS GUI in C#, C++, and XAML
- Design and implementation of a multiple systems communication using a Master-Subordinate structure through networking
- Contributions to the software development and successful release of a Real Time RF Recorder
 - Worked on communication with the Data Recorder, connected components to run in integrated mode, built the installer, assisted in software setup on deliverable systems
- Mentored and trained employees through overseeing tasks and providing guidance

Research Assistant

Summer 2017

College of Engineering, University of Michigan

- Project goal: to predict mood from speech attributes (activation and valence) of patients with bipolar
- Used Python to perform data collection and analysis, finding agreement between annotators using CCC
- Used support vector machine algorithm to perform machine learning accuracy of mood prediction
- Collaborated with Psychology Department. Observed differences in mindsets towards project goals

Production Assistant

2016 - 2018

College of Engineering, University of Michigan

- Recorded lectures using Camtasia software to make content available for distance learning students
- Provided technical support for professors and accommodate their needs

Technical Intern

Summer 2016

4pm

- Produced technical outline for commercial property project, designing process steps to connect agents/buyers/sellers and led group discussion on project
- Collaborated with IT team to launch project aimed to group properties based on various attributes. Used Microsoft SQL to manage dataset
- Worked on UI design assisting the development of the website using CSS/HTML/PHP

PROJECTS:

Network File Server

2017

- Multi-threaded, network file server allowing for client interaction using create/read/write/delete commands via network messages, implemented in C++

Arduino Game

2015

- Created Arduino game of Invaders and Snake with peers using C++; Implemented on an LED matrix and a joystick

ACTIVITIES:

HKN (Eta Kappa Nu) - Tutor Chair

2017 - 2018

- We performed various service activities, including providing IT support and a mentorship program. I assisted in mentoring new members. I also attended networking events to learn about new technology.
- As tutor chair, I helped with outreach to encourage people to get involved in tutoring for Electrical Engineering or Computer Science courses. I managed the matching and scheduling process as well as participated as a tutor.

Smile Bringer Singers – Choreographer

2016 - 2018

- Visit and perform at nursing/foster homes; spend time talking to residents; complete service projects

Michigan Hackers - Creative and Web Team Member

2015

- Learned HTML/CSS through creation of personal website

SKILLS:

Proficient: C/C++, C#, TortoiseSVN, JIRA

Familiar with: Python, CSS/HTML, XAML, SQL, Linux, Github