

Nicholas Chen

(408) 204-6136 | nichwch@gmail.com

nichwch.github.io | <https://github.com/nichwch> | <https://nichwch.itch.io/>

Blog: <https://medium.com/@nichwch>

Education

- UC Davis B.S. Computer Science 2022 (GPA: 3.7)
- Relevant coursework : Discrete Math (ECS 20), Data Structures and Algorithms (ECS 32B), Calculus C (MAT 21C), AP Computer Science

Skills

Programming languages/Frameworks/Tools: React.js/Redux, HTML/CSS/Javascript, Node.js, Unity/C#, C++, Python, Java, Git

Projects

Many of my projects are documented on my blog, <https://medium.com/@nichwch>

- **QuizletRPG** | A gamified learning experience created with React.JS and the Quizlet API; launched on AWS. **Won 1st place at SacHacks 2018.** (React.js, HTML, CSS)
- **breadhaiku.com** | A responsive, mobile first web app that shows user-made haikus Made with React.js and Node.js, launched on AWS (React.js, HTML, CSS)
- **The Hanging Gardens** | A short 2D platformer game with watercolor painted graphics Available on the App Store, Play Store, and itch.io, **over 400 downloads**; (Unity, C#)
- **Spaceship Scramble** | A hybrid platformer/RTS with a camera switching mechanic Available on Github; (Unity, C#)
- **Machine Gods** | A fully featured side scrolling shooter with giant robots Available on itch.io (Web and Windows); made with GDevelop

Experience

UC Plasma Incubator - Teachme

Front End Developer

December 2018 - PRESENT

Worked on prototyping an edtech startup dedicated to making educational resources more accessible.

- Created responsive frontend with React.js/Redux/React Router
- Developed full featured user authentication system using AWS Cognito
- Gained backend experience working with Node.js and MongoDB
- Learned how to use Git for version control in a team environment

UC Davis ModLab - Frack The Game

Unity Developer

September 2018 - PRESENT

Contributed to the strategy game "Frack the Game", a game designed to raise awareness of the environmental dangers of fracking.

- Built game using C# and Unity and collaborated with other developers
- Game had the purpose of raising awareness of fracking and was used by 100% of ModLab participants

Chipotle

Crew Member

March 2018 - PRESENT

Worked as part of a restaurant crew. Prepared burritos and provided a pleasant customer service experience

Monta Vista Model UN

Vice President of Training

May 2016 - May 2017

Vice President

May 2017 - May 2018

Coached nationally ranked Model UN team that competed at international competitions

- Increased member retention by 50%; increased competitor awards rate by 42%
- Raised delegation prestige from unranked to ranked within the Top 50 nationwide
- Won 6 first place awards as an individual competitor, with more lesser awards