

Rowena Chen

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Skills

Proficient HTML, CSS, JavaScript, React.js, Redux, Node.js, Express.js, InDesign, Illustrator, Photoshop

Knowledgeable Next.js, JQuery, Typescript, Python, SQL, Mocha, Jest, Adobe XD, Framer

Some experience Java, OCaml, React Native

Projects

Wanderlust // Full-stack Developer // bit.ly/ghp-wanderlust Jan. 2020 – Present

A service designed for travelers to meet and book trips with other like-minded travelers. Developed with React, Next.js, Sequelize, in Typescript with Cloud SQL database using Agile methodologies.

- Built interactive calendar component to select a user's preferred travel dates as well as display the preferred dates of other users
- Implemented booking flow that allows a user to select other users as tripmates and generates one itinerary with all associated users
- Implemented RESTful API to fetch from and edit database
- Wrote unit test suites to test database validations and API routes using Jest

Pokéwalk // Mobile Developer // bit.ly/pokewalk-git Jan. 2020

A mobile game where players encounter and catch Pokémon as they walk. Built in React Native with Expo.

- Wrote pipeline to retrieve and format data from external API
- Connected app to phone pedometer to generate random Pokemon on step

Functional Chess // Developer Aug. 2017 – Jan. 2018

An implementation of chess with a networked multiplayer support. Built in OCaml.

- Built chessboard state architecture and implemented game logic
- Wrote interactive ASCII-based UI

Work Experience

Game Design Research Intern // Prof. Erik Andersen at Cornell University Jun. 2017 – May 2018

- Collaborated with researchers to design an education game about phishing and published a paper at a top-tier conference. Full paper at bit.ly/what-hack
- Designed, prototyped, and created high-fidelity mockups to overhaul user interface
- Conducted 39 user studies to find a 36.7% increase in recognition of phishing attempts

Education

Cornell University // B.A. in Information Science Aug. 2014 – May 2018

- GPA: 3.6
- Minors in Computer Science and Game Design
- Relevant Coursework: Object-oriented Programming, Functional Programming, Human Computer Interaction Design, Intermediate Web Design, Advanced Game Design and Development

Interests

Knitting, videogames, kyudo (Japanese archery), translation, cats