Rowena Chen

Cupertino, CA • rwnchen@gmail.com
rwnchen.github.io • linkedin.com/in/rowena-chen

Skills

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

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

Some experience   Java, OCaml, React Native, Typescript

Projects

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

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 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

The Grace Hopper Program at Fullstack Academy   Oct 2019 – March 2020

- A 17-week immersive software engineering course teaching full stack web development with the SERN stack, culminating in two group projects and one hackathon project.

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