

Shirley Chen

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EDUCATION

Cornell University, College of Engineering, Ithaca NY

Expected: May 2021

Bachelor of Science in Computer Science

Cumulative GPA: 3.43

Relevant Coursework: Intro to Python, Object-Oriented Prog & Data Structures, The Computing Technology Inside Your Smartphone, Data Structures and Functional Programming

SKILLS

Technical: Java, OCaml, Python, PHP, JavaScript, ReactJS, SQL, HTML, CSS

Software: Microsoft Word, Excel and PowerPoint

Languages: Proficient in Cantonese, Mandarin, and English

RELEVANT EXPERIENCE

SC Johnson College of Business, IT Web Assistant, Cornell University

Sept 2018 - Present

- Improve resource management for the IT department by constructing over 10 scalable graphical reports based on pulled data using Microsoft Excel.
- Build the new business website using WordPress and fixing its accessibility issues through bugherds and siteimprove.

AguaClara, Plant Operator Smartphone Tracking, Cornell University

Jan 2018 - Present

- Enhance the capabilities of the ODK server and collect app that 20 operators use in Honduras
- Improve user experience by communicating with the head engineer in Honduras such as preloading login data.

Threefa, Engineering Intern, Tokyo, Japan

Summer 2018

- Designed and created the frontend for a financial consulting startup's crowdfunding website with a potential of over 300 users a month using ReactJS.
- Frequently collected feedback from the founders to make changes and set new goals.

Self-Created Fundraiser/Business, Founder, New York, NY

Apr 2017 - Sept 2017

- Contributed to animal welfare by donating about \$140 from selling around 25 hand-made toys to the community.

PROJECTS

Jeopardy, Functional Programming, Software Developer, Cornell University

Oct 2018 - Nov 2018

- Collaborate with 3 other students to build a dynamic console-based Jeopardy game using OCaml and json parsing.
- Obtained feedback from peers and added features such as one or two player mode, displaying a dynamic board, and abilities like skipping.

Rock, Paper, Scissors, Software Developer, Cornell University

March 2018

- Implemented a project using Python 3 to create a terminal rock papers scissors game with user input and assertions to deal with user-based errors.

WicHacks, Frontend Developer, Rochester Institute of Technology

Feb 2018

- Designed and implemented the frontend with other students for a website using HTML, CSS and JavaScript that tells a user if the input is recyclable in efforts to promote recycling.

Paint Program, Object-Oriented Programming, Software Developer, Cornell University

Oct 2017

- Implemented the drawing functionality of a paint program using Java and Eclipse.