

# 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, Data Structures and Functional Programming, Unix Tools and Scripting

## SKILLS

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

Software: Microsoft Word, Excel, PowerPoint and Visio

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, Cornell University**

*Public Relations*

Jan 2019 - Present

- Work in teams on various tasks to help AguaClara expand internally and globally such as contacting collaborators and aid in participation of conferences.
- Maintain and update the team website. Brainstorm how to improve and make it reusable.

*Plant Operations Smartphone Tracking*

Jan 2018 – Dec 2018

- 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.

## 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, Cornell University, Developer**

Oct 2017

Implemented the drawing portion of a paint program GUI using Java and Eclipse