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: 3.45
Relevant Coursework: System Security, Distributed Systems, Intro to Analysis of Algorithms, Intermediate Web Development, Intro to AI, Intro to Product Design, Intro to Python, Object-Oriented Programming

SKILLS

Technical: Git, Node.js, React Native, Firebase, ReactJS, Java, JavaScript, Python, SQL, PHP, HTML, CSS
Software: Android Studio, Figma, Qlik, VSCode, WordPress, Adobe XD, Microsoft Office
Languages: Proficient in Cantonese, Mandarin, and English

RELEVANT EXPERIENCE

Erie Insurance | *Software Engineering Intern* | Erie, PA   Jun 2020 – Aug 2020
- Led management team into gauging the performance of the company and new product by analyzing data from the SQL database using SQL Server Management Studio and Qlik to create different charts
- Generated a design for a coffee chat project aimed at helping employees maintain relationships during remote work.

UniPantry | *Software Developer* | Ithaca, NY   Sept 2019 – Sept 2020
- Developed a pantry app to help students learn how to cook and manage their nutrition using React Native and Firebase Cloud Storage with other developers and designers in an agile environment
- Worked on the styling and forms of the MVP website using HTML, CSS and JS

SC Johnson College of Business | *IT Web Assistant* | Cornell University   Sept 2018 – Dec 2019
- Decreased employee resource wastage by 20% for the IT department by constructing over 10 scalable graphical reports based on pulled data from Workfront
- Fixed accessibility issues such as alternative text on images using BugHerd and Siteimprove

AguaClara, Cornell University
Public Relations   Jan 2019 – Dec 2019
- Managed the team website for AguaClara including website revamp and improving the SEO
- Led and managed the press kit project which involved recruiting students, delegating, and solving conflicts within the team
Plant Operations Smartphone Tracking   Jan 2018 – Dec 2018
- Handled the ODK server and enhanced the Collect app that 20 operators use to log data in Honduras
- Led communication with the head engineer in Honduras to understand their needs

PROJECTS

Sudoku Solver and Generator | *Developer*   Nov 2020 – Dec 2020
- Developed a sudoku solver and generator using constraint programming and python. Worked in a group of 3.

Number Game | *Designer/Developer*   May 2020
- Designed and developed a number guessing game based on the number of position and digits correct using React Native and Figma

Slack Case Study |*Author/Researcher* | Cornell University   Jan 2019 - May 2019
- Conducted a case study on the Slack app by identifying main consumer through user research
- Designed a dashboard solution to solve the problem recognized in the user research and reiterated it through continuous user feedback.