

Shirley Chen

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EDUCATION

Cornell University, College of Engineering, Ithaca NY

May 2021

Bachelor of Science in Computer Science

Cumulative GPA: 3.53

Relevant Coursework: Data-Driven Web Applications, Computer Vision, System Security, Distributed Systems, Analysis of Algorithms, Intro to Product Design, Intro to Python, Object-Oriented Programming

SKILLS

Technical: Git, Node.js, Angular, React Native, ReactJS, Java, JavaScript, Python, SQL, HTML, CSS

Software: Android Studio, Figma, Qlik, VSCode, WordPress, Adobe XD, Microsoft Office

Languages: Proficient in Cantonese, Mandarin, and English

RELEVANT EXPERIENCE

Savvas Learning Company | *Associate Software Engineer* | Boston, MA

Jun 2021 – Present

- Assist the migration to microservices by developing new micro-frontends using Angular and GraphQL.
- Help fix customer-facing issues regarding assessments that involve reproducing and investigating the issue. Technologies include Angular, Java, AWS, and Datadog.

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

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

AguaClara | *Public Relations* | Cornell University

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

PROJECTS

Bon APPétit | *Front-end Developer*

Mar 2020 – May 2020

- Built and designed the frontend of an information retrieval app that helps people with dietary restrictions to find restaurants. Used Boolean search and word embedding.

Sudoku Solver and Generator | *Developer*

Nov 2020 – Dec 2020

- Developed a sudoku solver and generator using constraint programming and python with 2 others.

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 issue through user research
- Designed a dashboard solution to solve the problem recognized in the user research and reiterated it through continuous user feedback.