VANESSA CHEN

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EDUCATION

DUKE UNIVERSITY, Durham, NC ***May 2023***
B.S., Computer Science; Current GPA 3.93/4.0; **Dean's List;** Psychology (Minor), Certificate in Innovation and Entrepreneurship
Relevant Coursework: Data Structures and Algorithms, Computer Architecture, Introduction to Data Science

THE NUEVA SCHOOL, San Mateo, CA ***Jun 2019***
High School Diploma, Unweighted GPA: 3.93/4.0
Relevant Coursework: Advanced Machine Learning, Computer Security, Object-Oriented Programming, Computer Internals, Virtual Reality, CAD for Social Good, Entrepreneurship, Macroeconomics

PROGRAMMING LANGUAGES & SOFTWARE

Languages: Proficient in: Python, Java; Working competency: C, R, MATLAB, JavaScript, SQL; Familiar with: C#, HTML/CSS
Software: Arduino, Mathematica, AutoCAD, SolidWorks, Fusion 360, ImageJ, Unity, Fathom, ApE, Blender

RESEARCH & WORK EXPERIENCE

DUKE UNIVERSITY, Computer Science TA (Data Structures and Algorithms) ***Jan 2020 - Present***
- Co-lead weekly discussion section of 20 students and hold office hours to help students work through projects/assignments
- Concurrently take computer science education research course to better teach CS and help students retain knowledge
- Attend weekly TA meetings and grade exams and final

DUKE UNIVERSITY, CoLab Studio TA ***Aug 2019 - Present***
- Assist 30+ students, faculty, and staff per week with 3D printing, laser cutting, electronics, and other fabrication tools in the creative maker space on campus, and provide guidance on design projects
- Repair and maintain 40+ 3D printers per week; recalibrating, unclogging, inserting new material, fixing camera issues

STANFORD UNIVERSITY, Research Intern (Schools of Medicine & Engineering) ***Feb 2018 - Aug 2019***
- Co-authored a paper and video in JoVe, leading peer-reviewed, PubMed-indexed video journal
- Spearheaded the creation and testing of 50+ microfluidic devices to analyze metastatic cancer cell nuclei deformation
- Independently devised molecular movement simulations to visualize experimental data with Blender and MATLAB
- Prepared two manuscripts discussing the implications of cancer cell nuclei deformation and oligomer analysis

CPRIME, Product Marketing & Management Intern San Mateo, CA; ***Jul - Aug 2019***
- Led campaigns to identify email marketing strategies and streamlined process for analyzing large datasets spanning 2019 by reorganizing the campaign setup structure, removing the need for manual data collection
- Initiated a more efficient marketing analysis method by creating a customizable excel template for future analysis
- Collaborated to develop app bundling strategies that project to double the revenue from the previous year

GETINSURED, Automation Engineer Intern Mountain View, CA; ***Jun - Aug 2017***
- Saved the company 1,000+ hours of manual testing by automating an entire software portal's UI
- Ensured the quality and stability of a newly developed portal by leading script creation using Sahi, a JavaScript-based integrated automation testing tool and ensured user-inputted data persisted to the backend using SQL

LEADERSHIP

NOVID, Media and Communications ***March 2020 - Present***
- Create media and partnerships to help grow Novid, an app that anonymously and reliably traces exposure to COVID-19

DUKE IMPACT INVESTING GROUP, Investment analyst ***Sept 2019 - Present***
- Work on a team of 3 analysts to identify promising environmentally-focused startups, to provide seed funding from our Duke Endowment of $100,000

DUKE SHEROES, Co-President, Former Live Events Programming Director ***Sept 2019 - Present***
- Coordinated with industry professionals and Sheroes executive board to plan and organize events for women in STEM
- Planning event in spring semester in collaboration with other diversity in STEM clubs on campus for 100+ students

NUEVA H2AC TEAM CO-FOUNDER, Head of 3D Printing and Design ***Oct 2017 - Jun 2019***
- Led team to win the 2017 Northern California Regionals — Placed first out of 20 teams from across the state
- Collaborated in the design and build of our hydrogen-powered radio-controlled car, Managed all CADed and 3D-printed parts

ACTIVITIES & PROJECTS

VIDEO GAME DEVELOPMENT *(Jan 2017-Present)* Developed a Mario-style ball-rolling game with Unity (monoscript), a VR basketball shooting hoops game in Unity (C#), and a Pong Brickbreaker game (processing).
FOLDEX, Laptop Stand Inventor (*Jan 2019-Present)* Developed multiple prototypes for a foldable, portable laptop stand
TEAM USA FIGURE SKATER *(Jan 2007 – Present)* Placed 10th globally at the Junior Grand Prix, and 3-time National competitor