

Wendy Chen

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EDUCATION

University of California: Santa Cruz

B.S. Computer Science Game Design, *College of Engineering*

Relevant Coursework: Programming Abstractions in Python, Database Systems,
Data Structures and Algorithms, Artificial Intelligence, Computer Graphics

Cumulative GPA: 3.72
Oct 2020 - June 2024 (*expected*)

WORK EXPERIENCE

Student Research Intern, Quantum Devices Group, Berkeley CA

June 2023 – Aug 2023

- Conducted measurements of waveguide images using ProSEM and extracted key parameters for subsequent analysis
- Developed Python scripts to analyze and visualize experimental data, streamlining the testing process for various devices and enabling resonance analysis
- Designed 3D models in AutoCAD, including chip-holding clamps and circuit-holding boxes, to enhance experimental setups and facilitate testing procedures

CITRIS Workforce Innovation Intern, Yanik Lab, Santa Cruz CA

July 2022 – Aug 2022

- Produced detailed 3D models of Interdigitated Electrode (IDE) sensor chips in AutoCAD
- Designed masks for fabricating gold and silver patterns on Silicon wafers using photolithography
- Actively participated in weekly meetings aimed at cultivating professionalism and workplace skills

Undergraduate Research Assistant, ASSIST Lab, Santa Cruz CA

Sept 2021 – June 2022

- Assisted to develop a VR game tailored for children with CLP to foster confidence and social skills
- Partnered with a team member to build the Multiplayer VR components of the game using Unity

PROJECTS

Three Bulky Bears, UCSC CS Game Design Capstone

Jan 2024 - Present

- Collaborating with a dynamic team of **12** peers for the development of a 2D platformer in Unity, featuring multiple worlds with plans for a future launch on Steam
- Programming game mechanics, UI features, and player interactions using C#

Flashcard App, CodePath's Mobile Product Development course

Feb 2021 - April 2021

- Participated in a 10-Week course by CodePath and built a flashcard app using Java in Android Studio

PillBug GraceHacks Project, Santa Cruz CA

Oct 2020

- Collaborated with 3 team members in Repl.it to build a mobile healthcare app using Python and Kivy
- Reminds the user to take and refill their prescriptions through a series of customizable alerts

LEADERSHIP EXPERIENCE

President, ACM-W, Santa Cruz CA

Sept 2021 – June 2023

- Led weekly board meetings to strategize and coordinate club events and workshops
- Presented workshops covering resumes, mini projects, and web development fundamentals
- Secured funding to offer scholarships for members' to attend the Grace Hopper Conference

Website Committee Head, Chinese Student Association, Santa Cruz CA

Dec 2020 – March 2021

- Led a team of **10** members with 2 other heads in weekly meetings to build a first-ever website for the club utilizing React along with Javascript, HTML, and CSS

EXTRACURRICULAR INVOLVEMENT AND SKILLS

Competitive Table Tennis Athlete June 2012 – April 2024

- Competed at the state, national, and international level for **8** years, winning 1 international and 5 national titles
- Represented UCSC in NCITA, achieving qualification to Nationals both years
- Worked with Fitbit on promotional advertisements for their wearable technology

Professional and Student Affiliations: Society of Women Engineers, Girls Who Code College Loops, Association for Computing Machinery for Women, Google Developer Student Club, Alpha Phi Omega, Chinese Student Association, UCSC Table Tennis Team

Experience in: Python, Java, C#, JavaScript, HTML, CSS, SQL, Lua, Assembly, SketchUp, and AutoCAD