

Bo Chen

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EDUCATION:

Bachelor of Computer Science (Concentrate: Information Networking & Media)
Georgia Institute of Technology, Atlanta, GA - 08/2015

SKILLS

- **Programming Language:** Java, Html, CSS, JavaScript, Python, C#, Algorithms, Data Structures, Object-oriented design, computational graphic, video game design, mobile app design
- **Speaking Language:** English, Fluent Mandarin, Learning Japanese and Cantonese
- 2 years of Project experience

EXPERIENCE

06/2014 – 08/2014

DHR Human Resource, Shanghai, China

Business Development and System Management Intern

- Created particularly report forms for clients by using Excel, MySQL, Kronos' database system and Microsoft SQL Server Management Studio
- Migrated Cargill company employees' data from old system to new system
- Processed and analyzed clients' data in Excel

01/2014 – Present

WikiLaughs Team, Georgia Tech VIP Program

Student member of VIP team (Vertically-Integrated Project)

- Participating in design/discovery efforts that assist faculty and graduate students with research
- The team's goal is building an internet repository of humor, broadly interpreted, by learning and using technologies such as web platform development, data analytics, databases, graphics, user interface design

PROJECT EXPERIENCE

Personal Blog Development (06/2015)

- Created a personal blog site based on GitHub page
- Used HTML, CSS, JavaScript, Jekyll, Ruby, GitHub

PandaDev Video Design

Designer and Programmer (05/2015 – 07/2015)

- Designed a turn based tower defense video game, worked on characters animation, AI, and level design
- Used Unity, Rain AI Theory, C#, Maya

Database Design

Designer and Programmer (01/ 2014 – 05/2014)

- Used database design technique, learned to create ER Diagram, Information Flow Diagram, Relational Schema Diagram
- Used Eclipse, MYSQL to develop a Georgia Tech Medical Records System simulation application

Team OneE

Leader, Designer and Programmer (08/2013 – 12/2013)

- Used Java, objective oriented design to create a turn-base strategy game: "MULE"
- Mainly responsible for the establishment of the group, team task arrangement, the summary of each assignment, next stage task goal, the game framework formulation and coding

VOLUNTEER

- Programming Competition 2013: Assisted with registration and set up
- College of Computing Career Fair 2014: Assisted with the check in for students and companies, set up devices for companies