

Winnie Chen

Stanford, CA | +1 203-909-9222 | winnie368c@gmail.com | [GitHub](#) | [LinkedIn](#)

EDUCATION

Stanford University, Stanford, CA

Sep. 2021 - June 2025

- Bachelor of Science, Computer Science | GPA: 3.913/4.00 | Minor, Music (Classical Flute)
- Relevant Coursework: Design & Analysis of Algorithms, Computer Organization & Systems, Artificial Intelligence Fundamentals, Introduction to Human-Computer Interaction, Mathematical Foundations of Computing

EXPERIENCE

Full-Stack Software Engineering Intern, Twitch (Amazon) | Go, GraphQL, ReactJS

June 2023 - Sep. 2023

- Implemented and shipped full-stack safety feature **shared moderator comments** to strengthen the safety of streamers' communities, increasing number of moderator comments added about suspicious users by ~30%
- Developed service logic and full API in Go tested with unit tests, integration tests, and load tests
- Created new queries in GraphQL to fetch backend data; implemented new frontend components tested with React Testing Library
- Presented final project to leadership and participated in regular standup, sprints, retrospectives, and task estimation

Software Engineering Intern, K Health | ReactJS, TypeScript

June 2022 - Aug. 2022

- Implemented, tested, and shipped new frontend features in ReactJS & TypeScript using modular architecture
- Fixed high-priority bugs, refactored 10+ components to improve application scalability and performance, and deployed 20+ UI fixes to enhance user experience and accessibility
- Worked on implementation of a new user onboarding flow and account portal

Research Intern, Cognitive & Neural Computation Lab, Yale University | Python, Blender

June 2021 - Aug. 2021

- Under the mentorship of Dr. Ilker Yildirim, generated experimental stimuli using Python and Blender to investigate the visual system's segmentation of continuous stream of sense inputs into discrete physical events

Computer Science Instructor, Juni Learning | Python, Java

June 2022 - Jan. 2023

- Taught students 1-on-1 weekly lessons from Python & Java curriculum

SOFTWARE PROJECTS

Artist Collaboration App (Fullstack) | React Native, Express, MongoDB, Figma | December 2023 | [Backend GitHub](#) |

[Frontend GitHub](#) | [Website](#)

- Collaborated with a small team to build an iOS app that helps isolated artists connect to find collaboration and community
- Conducted user research, created UI prototypes, developed app, and developed team website

Pomodoro Web App (Fullstack) | Javascript, CSS, HTML, Express, MongoDB | March 2022 | [GitHub Page](#)

- Built a Pomodoro timer web app that allows users to create an account and view their activity analytics
- Created an asynchronous API accessed with fetch to store user analytics information

SKILLS

Programming: Python, C++, Go, Java, Javascript, TypeScript

Other: ReactJS, React Native, GraphQL, MongoDB, HTML, CSS, Git, Express.js, Node.js

LEADERSHIP

Stanford Code the Change, Team Lead of Oppia | Python

Jan. 2022 - June 2023

- Led Stanford student team contributing to open-source educational platform Oppia to support learning experiences for over 1 million students with limited access to formal education
- Implemented automated detection of security vulnerabilities, fixed CI check failures, and maintained the Oppia GitHub bot for developers as a member of Oppia's Dev Workflow team