

# Ashley Chen

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## EDUCATION

**University of Southern California** – Los Angeles, CA

Jan. 2022 – May 2024

*M.S. in Computer Science (GPA 3.74)*

- **Coursework:** Analysis of Algorithms, Operating Systems, Computer Networks, Web Technologies, Database Systems, Web Search Engine, Mobile Devices and Game Consoles, Scientific Computing and Visualization

**City of Hope, Irell and Manella Graduate School of Biological Sciences** – Duarte, CA

*Ph.D. Candidate in Biological Sciences*

- **Coursework:** Mathematical Modeling

**National Taiwan University** – Taipei, Taiwan

*B.S. in Clinical Laboratory Sciences and Medical Biotechnology (GPA 3.81)*

## PROJECTS

### Multiprocessing

*License Plate Recognition* | Java, Git

- Implemented a multi-thread license plate recognition model in **Java**. The model was trained with actual license plate images from different states and utilized edge detection and 1NN approach to identify characters and digits on license plate images.
- Utilized performance profiler to identify the bottleneck of the multi-thread license plate recognition model and improved the model. The average runtime of the recognition process was reduced by **over 50 percent** after the improvement.

### Web and Android App Development

*Artist Search* | Angular, Bootstrap, Python, JavaScript, TypeScript, HTML/CSS, Google Cloud Platform

- Created the responsive frontend web servers with a feature to search for detailed information about artists using **HTML/CSS/JavaScript** and **Angular/Bootstrap/TypeScript**.
- Created an Android app using **Android Studio** with features to search for artists and store users' favorite artists.
- Implemented backend server in **Python** handling user requests, database API responses, and JSON data parsing and transferring using **Node.js EXPRESS** framework.

### Socket

*Meeting Scheduling System* | C++, TCP, UDP

- Designed the backend server which stores users' data and computes the time slots that work for all meeting participants once receiving requests from the client side in **C++**.
- Built the main server that gathers and distributes information from the client and the backend server.
- Built the client-side application that users can interact with and acquire the appropriate meeting time slots.
- Implemented **TCP** and **UDP sockets** for data transmitting between the client, the main server, and the backend server.

### Game Development

*A Journey of Ice and Fire* | C#, Unity, Figma, Git

- Developed an innovative 2D platformer game in **Unity** and **C#** as a developer and product manager in a collaborative team. The game requires players to strategically switch between ice and fire characters to conquer the challenges successfully.
- Implemented character movement, camera tracing, collectible items, combat system, player health/damage system, player condition detection system, and various featured platforms.
- Developed game user interface, pixel art, and character movement animations in **Figma**.

### Operating System

*Weenix Kernel* | C, Git

- Built a mini operating system and implemented process, thread creation, and scheduling for the Weenix kernel in **C**.
- Implemented the virtual file system calls for providing the interface between the Weenix kernel and the actual file system.
- Built a virtual memory management system using shadow objects, anonymous objects, page tables, and memory map for the Weenix kernel to run user programs in user space.

### Machine Learning

*Cat-Dog Differentiator* | Keras, Python

- Utilized **Keras NN library** built on top of TensorFlow in **Python** to train the neural network to differentiate between pictures of cat and dog with 1000 cat pictures and 1000 dog pictures.
- Utilized the weights obtained from the trained neural network to classify cats' and dogs' pictures.

### Mathematical Model

*Heterogenous Breast Cancer Cells Interaction* | Python

- Created a computational model that demonstrates the interaction between arginine phototrophic and auxotrophic breast cancer cells under an arginine-limited environment.
- Implemented the Lotka-Volterra model of competition in **Python** to simulate the cell growth curves of arginine phototrophic and auxotrophic breast cancer cells.

## TECHNICAL SKILLS

- **Programming Language:** Java, Python, C/C++, C#, JavaScript, TypeScript
- **Database Tools:** SQL, NoSQL, Vertablo
- **Web Development:** HTML5, CSS, React, Angular, Bootstrap, Node.js, Flask
- **Tools/Platform/Framework:** Git, Linux, Docker, MPI, GCP, Unity, Figma, Android Studio