

Jian Min (JC) Chen

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Experience

PlayAI - Product Engineer

February 2024 - May 2024

- Wrote the base for a drag-and-drop editor from scratch with Next.js, TypeScript, and Zustand: drag and drop your video and edit the voices in the video via prompting. Tasks were queued to fal.ai, where our in-house audio models were hosted.
- Improved other tooling, including getting analytics with PostHog up and running, and fixing bugs on user-facing features.

Hack Club - Software Engineer

August 2023 - September 2024

Nonprofit organization working on getting teenagers into building hardware/software. After graduating high school early I was invited to do a gap year and jumped at the chance.

- Helped organize various hackathons, including Outernet, AngelHacks, Horizon including building each website with Next.js/CSS. See documentaries for AngelHacks, Outernet.
- Wrote software for teenagers running coding clubs at their schools, reaching 2k+ clubs worldwide. Teenagers would sign up to run clubs at their schools, and we would provide them with the resources they needed via an application portal ([source](#)) and manager (Next.js, in-house design system with Theme UI, Airtable).
- Easel: Walkthrough on building programming languages from scratch by writing an interpreter in JavaScript. Inspired dozens of teenagers to look more into programming language design. See [source here](#).
- Blot: A DIY pen plotter. Worked with collaborators to build the frontend/backend in Astro, TypeScript, and Firebase. See [gallery](#) for various things Hack Clubbers have built with Blot, and [source code here](#).

Other

CalHacks 2024

October 2024

Built Unreal EngJam, Turing-complete visual programming language in Figma, winning two prizes out of 2k participant pool: Warp's Best Developer Tool and Most Entertaining Hack. See [video demo](#).

Written in TypeScript using Figma's plugin API and handmade lexer, parser, interpreter pipeline.

Recurse Center

October 2024 - December 2024

Fall 2024, spent time learning more about low-level programming with Zig, and tinkering with a toy UI library.

Monolith BCI

November 2023 - March 2024

Small company working on more financially accessible non-invasive brain computer interfaces. On hold due to collaborators' other commitments. See landing page designed by me [here](#).

- Designed PCB from scratch in two weeks while learning how KiCAD and PCBs worked. Open source schematics [here](#). Designed to be competitor to OpenBCI, but $\frac{1}{4}$ the price.
- Received \$1k grant from 1517 Fund and a few thousand from other donors to fund R&D.

MIT BWSI

July 2023 - August 2023

Wrote Python code to experiment with autonomous ROVs (remotely operated vehicles) underwater in the MIT swimming pool + Charles River. Biggest accomplishment was getting the ROV to swim in line with lane markers and follow AprilTags.