

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.