JANET CHEN

Driven and resourceful CS student seeking summer 2018 internship.
janet.chen@alumni.ubc.ca

janetchen.ca
linkedin.com/in/janet-chen
github.com/janet-chen

TECHNICAL

Proficient:
JavaScript
Java
Node.js
HTML
CSS
C++
TypeScript

Familiar:
C
C#
Scheme
AngularJS

Technologies:
PostGres
SQL
AWS
Git
iOS
Xcode
Android
IntelliJ
Webstorm

EDUCATION

Candidate for Bachelor of Arts in Computer Science   09/2015 - 04/2020 (with co-op)
University of British Columbia, Vancouver, Canada
Cumulative GPA: 3.9/4.33

WORK EXPERIENCE

Software Developer Intern, Copperleaf
09/2017 - 04/2018
- Developing features for Cost Estimation product for asset management software; using **JavaScript, Node.js, Docker**, and **Angular**; managed in **agile** with **Scrum**
- Testing, implementing, and deploying software as full-stack developer intern in team of 7

Product Owner and Lead Instructor, Immersive Tech Lab
07/2017 - 08/2017
- Managed team of 6 using **agile** with **Scrum** to create Rats!, a VR biology edtech tool for non-profit Animals in Science
- Created realistic rat dissection using **Unity** with **C#**, **Visual Studio, VRTK API**, and **Blender** for the **HTC Vive**; conducted **user experience** research trials to refine product
- Designed and taught a **Unity VR** workshop for 20 students hosted by Microsoft Vancouver

VR Developer and Coordinator, UBC Emerging Media Lab
04/2017 - 08/2017
- First employee at flagship university initiative for VR/AR/MR educational research tools
- Designed and implemented **WordPress CMS** website with **HTML** and **CSS**
- Coordinated projects from faculties of engineering, medicine, geography, sociology and more for **HTC Vive**, **Microsoft HoloLens**, **Google Cardboard** with **Unity** and **C#**

PERSONAL PROJECTS

Riddikulus: Dispell Your Fear (dispellyourfear.com)
09/2017 at lumohacks 2017, 24h hackathon
- 1st place out of 60 teams at Canada's largest health hackathon
- Developed exposure therapy for phobia (snakes, spiders and heights) VR app in team of 4
- Created immersive **Google Cardboard** experience of fear of heights scene; using **Unity**, **C#**, and **Google Daydream SDK**

The Golden Quest (thegoldenquest.net)
03/2017 at nwHacks 2017, 24h hackathon
- Developed a hilarious Choose Your Own Adventure voice-input game for the **Alexa Skills Kit** with the **Amazon Echo** in team of 5
- Implemented and tested with **alexa-sdk** and **Node.js**; used **AWS** for deployment and **GitHub** for version control

RELEVANT EXPERIENCE

Teaching Assistant,
UBC Future Global Leaders
07/2017

Co-founder,
AGDA VR
01/2017 - Present

Mentor,
Ladies Learning Code,
02/2017 - Present

Mentor,
GIRLsmarts4tech
02/2017 - 03/2017

ACADEMIC PROJECTS

Geography Research Project
02/2017 - 08/2017
- Developed 3D interactive boombox with audio manager for Stanley Park VR experience in **Unity** and **C#** with the **VRTK API** and **UnityVR**

Buses 'R' Us
10/2016 - 12/2016
- Implemented an **Android** app in **Java** to parse Translink (transit) API in **JSON** and **XML**; designed **JUnit tests** for test-driven development
- Received full marks for project

AWARDS & INTERESTS

Trek Excellence Award:
Scholarship awarded to students with top 5% GPA per faculty   05/2016
Dean's List:
Awarded to students with average above 85%   05/2016
1st Place — Lumohacks 2017:
Placed first out of 60 teams at Canada's largest health hackathon   09/2017
Interests:
STEM Outreach, edTech, Virtual Reality, Rock Climbing, A Cappella