https://www.linkedin.com/in/hchen546 San Francisco

## **EDUCATION:**

University of California, Davis

B.S. Computer Science (August 2017)

**Relevant Coursework:** Data Structures and Programming, Algorithm Design, Software Development and Object Orientated Programming, Probability and Statistics, Cryptography, Software Engineering, Programming Languages, Computer Vision, Web Development, Theory of Computation, Discrete Mathematics

## **SKILLS:**

Programming Languages: Java, Python, C++, Matlab, HTML5, CSS, Swift, Javascript

OS: Mac, Windows, Ubuntu, Fedora

Languages: Fluent in English and Mandarin Chinese

## **EXPERIENCE:**

**Web Developer** – (September 2015 – June 2016)

Institute of Transportation Studies, Davis, CA

- Ported server IPs when the entire site was being migrated to a new server
- Used HTML to manually create and edit webpages that were not compatible with the built-in system
- Created webpages and content on a private server before uploading to the main site to minimize chances of error and preview content
- Communicated with multiple teams to efficiently divide work to meet goals and deadlines

**Webmaster** – (April 2015 – June 2015)

University of California, Davis, Arts Department

- Implemented different pods and posts in all sections of the website
- Revamped the entire faculty page, making it easier to change in the future and updating all faculty information
- Ensured promptness with team and supervisor in order to discuss upcoming changes and updates in order to get tasks done in a good time

## RELEVANT PROJECTS

Dynamic Image Resizing Project:

- Developed a program that can resize an image based on user input
- Implemented the seam carving technique using dynamic programming together with cumulative energy maps in MATLAB

*Image Recognition Project:* 

- Built a system that can take in a selection area of an image from user input, and then find descriptors that match that region in other pictures and frames
- Coded a search implementation that looked through hundreds of frames and thousands of descriptors *Funix System*:
  - Created a copy of the Unix system from nothing but a shell, implementing new functions step by step
  - Learned how to work on a big project that can span over a long period of time