Emily Chen

(613) 875-0216 • emilylynnchen@gmail.com • linkedin.com/in/emilyychenn

emilylynnchen.netlify.app • devpost.com/emilylynnchen • github.com/emilyychenn

SKILLS

Programming: Java, Ruby on Rails, C#, TypeScript, JavaScript, SQL, HTML/CSS, Python, XAML, C/C++, Racket, Swift
Tools: Git, Azure DevOps, Agile/Scrum methodologies, Unity, Lens Studio (Unity-like platform), REST APIs
Other: MATLAB, R, Arduino, LaTeX, Adobe Photoshop, Final Cut Pro

EXPERIENCE

University of British Columbia • *Multimodal User eXperience (MUX) Lab* • *Vancouver, BC, Canada*   *Jan 2023 - Apr 2023*
- Designed and implemented features in a system to study prototyping sequences of compound freehand interactions in Augmented and Virtual Reality (AR/VR) using C# and Unity, on Meta's Oculus Quest 2 virtual reality headset device.
- Co-authored a submission to UIST 2023 (ACM Symposium on User Interface Software and Technology), and detailed my individual contributions as part of my Honours Thesis supervised by professor Dongwook Yoon and PhD student Anika Sayara.

Snap • *Software Engineer Intern* • *Snap Lab Software Team* • *Santa Monica, CA, USA*   *Aug 2022 - Dec 2022*
- ***Quantified hand-tracking quality*** for Augmented Reality user research studies by logging metrics to Grafana and real-time to terminal; implemented both new and experimental features for the newest spectacles system UI.
- Built numerous lenses and published ***a few lenses*** (~100K usages); created in TypeScript and Lens Studio (a unity-like platform), using internal tools + APIs for Spectacles development. Created reusable components for moderator control during studies.

Apple • *Software Engineer Intern* • *Developer Publications Team* • *Vancouver, BC, CAN (Remote)*   *Jan 2022 - May 2022*
- Created a custom admin interface using Ruby on Rails, ***saving 200+ future hours of developer time***. This interface was ***deployed for use during Apple's World-Wide Developer Conference (WWDC) 2022***.
- Implemented MVC design pattern, streamlining engineering processes within the Developer Publications team.

Microsoft • *Software Engineer Intern & Garage Internship* • *Redmond, WA, USA*   *May - Aug 2022, May - Aug 2021*
- Deployed a ***C# and Blazor static web application*** with authentication and an Azure Functions backend to serve as a ***user interface for existing GMM functions***, retrieving group membership information ***using Microsoft Graph APIs***.
- Implemented a ***scalable UWP application*** and ***proprietary algorithm***, integrating the ***Azure Maps API and Microsoft's Connected Vehicle Platform***. Owned the client code (XAML and C#), defined the structure and architecture using the MVVM (model, view, view-model) design pattern, and integrated back-end APIs with front-end components.
- ***1 of 50*** North American Garage SWE interns ***selected from over 10,000 applicants*** for the Garage Internship.

University of British Columbia • ***Undergraduate Teaching Assistant (TA)*** • *CPSC 110, CPSC 210*   *Sep 2020 - Present*
- TA for Software Construction (CPSC 210) and Computation, Programs, & Programming (CPSC 110).
- Led 75+ weekly labs, office hours, code reviews, and grading sessions for ***200+ students.***

University of British Columbia • ***Undergraduate Research Assistant*** • *SAR Lab*   *May 2020 - Aug 2020*
- Worked closely with professor Stefan Reinsberg and PhD student Firas Moosvi (SAR Lab), Biomedical Imaging & AI Lab cluster.
- Created a web application and python script for data visualization that layers histology images by tiling, colouring, and overlaying.
- Developed an arduino program to control the PT410 Cryorefrigerator used to keep the 7T Bruker Magnet running.

The C.O.D.E. Initiative • *Volunteer Instructor*   *July 2020 - July 2022*
- Led 25+ sessions, teaching Scratch & web development to neurodiverse kids ages 8-18 on the autism spectrum.

EDUCATION

University of British Columbia • **BSc Honours Computer Science + Master of Management (Dual Degree)**
- Dec 2024 Grad | Dean's List 2019-2020, 2020-2021
- UBC Launchpad Software Developer 2021-22 | Science Undergraduate Society Elections Chair 2020-21
- AIESEC UBC VP Finance 2020-21, VP Incoming Global Talent 2019-20 | Hot Potato Initiative Foundation Ambassador 2020-21

PROJECTS

Common Grounds • Github • Devpost   ***Stanford Tree Hacks Grand Prize Winner 2021 (#1 of 722 participants)***
A video-calling platform that uses OpenAI's GPT-3 language prediction model to generate prompts designed to spark conversation and form connections between people with *differing* opinions.

R.A.N.T. (Robots Are Not Taking our jobs) • Github • Devpost   ***TOHacks Second Place Overall 2021 (#2 of 744 participants)***
A web platform that generates interview prompts from user-inputted files, using Open AI's GPT-3 language prediction.