

Technical Skills

CONCEPTS: Research, UI/UX, Algorithms, Machine Learning, Video Streaming, Networks, P2P, TDD/BDD

LANGUAGES: Python, Javascript, ES6, Swift, Objective C, C#, Java, Ruby, C, C++, Common Lisp, Matlab, Latex

WEB: Meteor, Node.js, Express, Flask, Ruby on Rails, MongoDB, HTML5, CSS3, Jade, Sass, jQuery, Bootstrap, Angular, three.js, Phaser, WebRTC, mozVR, Mocha, nginx, Parse, Firebase, Grunt, Gulp

PLATFORMS: iOS, Android, Google Glass, Oculus Rift, Chrome, Windows

Education

NORTHWESTERN UNIVERSITY

SEPT. 2012 - PRESENT

B.S. & M.S. Computer Science, GPA: 3.8

Relevant coursework: Design & Analysis of Algorithms, Machine Learning, Human Computer Interaction, Operating Systems, Networking, Artificial Intelligence, Social Computing & Crowdsourcing

Experience

DELTA LAB | EVANSTON, IL

MAR. 2014 - PRESENT

Researcher

- Designed, implemented, and iterated on research projects from end-to-end, conducting feasibility & user experience studies, summarizing findings, writing & submitting papers, presenting talks at conferences, etc.
- Projects: Remote Paper Prototype Testing (see below), Rift Project (experimental, ongoing)

INDIEGOGO | SAN FRANCISCO, CA

JUNE 2015 - SEPT. 2015

KPCB Engineering Fellow + Software Engineer Intern

- Completed Agile-sprint style weekly full-stack developmental project, with emphasis on iOS
- Examples: Apple Pay integration, mobile analytics, tab-interface overhaul, test automation

EPIC | MADISON, WI

JUNE 2014 - SEPT. 2014

Software Engineer Intern

- Designed, coded, and iterated on a pharmacy kiosk for customers to view orders or change prescriptions
- Interfaced with pharmacist software and medical records to trigger alerts for allergy or insurance changes

Select Projects

REAXN

CHIMEHACKS, JULY 2015

iOS, Swift, Twilio

- Developed an iOS application that promotes girls' and women's safety by allowing users to discretely perform actions (e.g. send a text message) by a simple double knock gesture without unlocking the phone
- Won Chegg Young Innovator Award; currently working on open-sourcing knocking framework

REMOTE PAPER PROTOTYPE TESTING

MAR. 2014 - APR. 2015

Google Glass, iOS, Meteor, OpenTok

- Research project exploring extending lo-fi paper prototyping to modern mobile apps, enabling designers to remotely facilitate testing and capture situational context while retaining low cost iterations and no coding
- Implementation consisted of Google Glass & iOS applications connecting testers to designers via audio-video-data streams and a paper prototype viewer

BREADCRUMBS

JAN. 2015 - JUN. 2015

Meteor, MongoDB, Chrome Extension Devtools, Grunt, Sass, Coffeescript

- Designed, developed, launched, and maintained Breadcrumbs, an online shopping companion that automatically aggregates and organizes all online shopping items ever browsed

Publications

Kevin Chen and Haoqi Zhang. 2015. Remote Paper Prototype Testing. In *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15)*. ACM, New York, NY, USA, 77-80.