

# AMY CHEN

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**ABOUT** AMY CHEN IS A PROGRAMMER, ARTIST, && WRITER AT STANFORD

**EDUCATION** STANFORD UNIVERSITY, STANFORD, CA (B.S. '18) | 3.824 GPA

B.S. Computer Science (Human-Computer Interaction), Art Practice Minor

M.S. Computer Science (Real-World Computing)

**EXPERIENCE** SEARCH EXPERIENCE ENGINEERING INTERN (EBAY)

SAN JOSE, CA | JUNE 2017 - SEPT 2017

- Wrote user-centric timers measuring perceived load and response on Search.
- Wrote Chrome Developer Tools Extension. See *PROJECTS/SPEEDI!*
- 1st place in eBay's Intern Hackathon: Presented at All Hands and to CEO. Identified and proposed solution to issue affecting women of color on the site. Team of eight.
- 3rd place in eBay's Hack Week: Proposed branding strategy focusing on small businesses with relevant UI components.

**DESIGN INTERN (ACXIOM LABS)**

REDWOOD CITY, CA | JULY 2016 - SEPT 2016

**HUMAN-DRONE INTERACTION RESEARCH INTERN (STANFORD)**

STANFORD, CA | JUNE 2016 - AUG 2016

- See *PROJECTS/G:DRONE*. Project team of four.
- Wrote script directing drone movement (takeoff, go to selected destinations, land).
- Wrote Processing program that interprets user gestures via Structure sensor-to-computer TCP socket, updating a map/guide interface accordingly.

**DIRECTOR (SPOKEN WORD COLLECTIVE)**

STANFORD, CA | SEPT 2014 - PRESENT

**PROJECTS** IQUEUE FALL 2017 - WINTER 2018

Mobile app for efficient queueing. Groups students into small, topic-based groups to make office hours more collaborative and efficient (React Native, Heroku).

**ORION** WINTER 2018

Mobile puzzle game based on the patterns of constellations (Unity).

**SPEEDI!** SUMMER 2017

Chrome DevTools Extension for web developers. Shows user-centric times with insights into possible problems (Chrome Extension, Real User Measurement Performance APIs).

**THE ARTIST IS PRESENTED** SPRING 2017

Facebook live video of the artist that responds to Reacts (Fb Graph API, Processing).

**HUMAN IN THE MIRROR** SPRING 2017

"Prosopagnosia Mirror" that captures and blurs the user's face (Processing, OpenCV).

**G: DRONE** SUMMER 2016

Interface for device-free human-drone interaction. Users made hand gestures to select landmarks on a map for a personalized drone-led tour (3DR Solo, Processing, OpenCV).

**VIBES – AMYJCHEN.GITHUB.IO/VIBES** SPRING 2016

Pebble watchface that tells the time every 15 minutes via vibrations. Intended to help the blind, increase efficiency, and avoid unintentional body language (CloudPebble).

**SKILLS** Proficient in Javascript & Python. Experience with d3, React Native, Unity, Processing, Pebble, Arduino, Chrome Extensions, Facebook APIs, & web apps. Public Speaking, Installation & Interactive Art, Design, Writing/Editing, Photoshop, Illustrator & InDesign.