

Liying Chen

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EDUCATION

University of Michigan

Ann Arbor, MI

Bachelor of Science in Engineering in Computer Science

Aug 2017 - May 2021

GPA: 3.443/4.000, Dean's List (Dec 2020)

Coursework: Data Structures & Algorithms, Operating System, Natural Language Processing, Computer Vision, Web Systems, Game Development, Virtual Reality, Computer Security, Programming Languages, Programming Paradigms, Software Engineering, Cognitive Science

Activities: M-STEM Academies, MProduct - Product Management, Michigan Hackers - Machine Learning

Yonsei University

Seoul, South Korea

Study Abroad with Scholarship: Psychology and Visual Cognition

Jun 2018 - Aug 2018

GPA: 4.000/4.000, YISS Scholastic Awards

SKILLS

Coding: C++, C, C#, Python, HTML5, CSS3, JavaScript, Go, Scheme, OCaml, Prolog, Rust, Matlab, SQL, Shell, SQLite, React-JSX, Flask, Linux/UNIX, MacOS, Unity Engine, Numpy, Tensorflow, Git, Jira

Languages: Chinese Mandarin and Cantonese (native), English (fluent), Korean (advanced)

Interests: Learning, Stretching, Human Biology, Reading, Music

PROJECTS

Google Chrome Extension in HTML/CSS/JavaScript

Mar 2022

- Developed extension with Chrome APIs to facilitate YouTube user decisions resulting in 100% increase in productivity
- Launched extension to Web Store by designing promotional material to boost user discovery and browsing experience

Mission-O-Possumble - Unity Game in C#

Oct 2020

- Collaborated with multidisciplinary team to iterate game in agile development based on over 140 playtesting sessions
- Led team of 4 to reach consensus on pivoting by brainstorming, contributing to game voted 2nd place out of 21 teams
- Created trailer from over 30 multimedia files with no prior experience in Adobe Premiere, acquiring positive feedback

Full Stack Photo Sharing Web Application in Python/Flask/React/SQLite

Feb 2020

- Implemented social app with login system, infinite scroll, browser history, and databases; hosted on AWS
- Partnered with teammate to ensure code quality and convention consistency across codebase

EXPERIENCE

Software Engineer - Open Source | Macomb, MI

Apr 2020 - Now

- Consulted documentations and core team members, and navigated large codebase to produce high quality, performant fix passing over 5,800 regression tests and code review by a core contributor of microsoft/vscode project
- Implemented bug fix accepted by core team and subsequently released in VSCode insiders build and VSCode 1.45 to 14 million users

Research Assistant - University of Michigan Genes for Good | Ann Arbor, MI

Oct 2017 - Apr 2018

- Examined research papers and conducted analysis on survey data from over 2 million submissions to investigate correlation between skin cancer and factors to help researchers gain deeper insight in skin cancer prevention
- Presented findings with team to community in symposium of over 1k attendees and received positive feedback

Co-op - Chippewa Valley Schools | Clinton Township, MI

Oct 2016 - Jun 2017

- Organized and arranged over 1,300 student files methodically to ensure fast information retrieval and confidentiality
- Facilitated connection between administrators, parents, and students daily through verbal, direct communication to foster effective collaboration for success of school-held events