

Yiwen Chen

Software Engineer | Graduate Research Assistant

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PROFESSIONAL SUMMARY

I am an Engaged, creative student studying for a Master of Science degree in the Department of Information and Computer Sciences at the University of Hawaii At Manoa. With two years of experience as a web developer. Seeking opportunities to show my strong programming skills, attention to detail, excellent problem-solving skills, and debugging skills.

WORK EXPERIENCE

Graduate Research Assistant, Laboratory for Advanced Visualization & Applications

Aug 2022 – Present

- The leading developer for the building and shipping feature for the Oceanic Inisturte VR project.
- Record 360 videos onsite, sitch video, edit video, and build features to create a training and learning experience about oceanic Inisturte.
- Technologies/Tools: Insta 360 pro 2, Unity, Adobe Premiere Pro, blender

Software Engineer Intern, Servco Pacific Inc.

Mar 2022 – Aug 2022

- Worked on the Servco Toyota and Servco Lexus to change the UI for displaying vehicles as requested by the UX designer.
- Worked on the Toyota Hawaii Care project to develop an automation system for validating vehicles sold in Hawaii for the 2-year maintenance plan. With the system, it saved a lot of money in labor and fewer mistakes.
- Technologies/Tools: Microsoft visual studio, Salesforce, SQL management studio, Azure DevOps, Azure REST API, JIRA, POSTMAN API, .Net Framework

Web Application Developer, The University of Hawaii at Manoa

Sep 2020 – Feb 2022

- Worked on the UH Grouping team, built and shipped a feature for UH Manoa for grouping faculty and student data in one place.
- Worked on the front-end and back-end to manage feature is working correctly, and UI displays the correct information and pictures.
- Technologies/Tools: Apache Maven, Apache Tomcat, Spring Boot, Java Spring Framework, Thymeleaf, AngularJS, Github, Bootstrap, Swagger API, JIRA, IntelliJIdea, JQuery, Jenkins, Underscore.js

SKILLS

Programming Languages: C# (Proficient), C++ (Proficient), C (Familiar), JavaScript (Proficient), HTML5 (Proficient), CSS (Proficient), Java (Proficient), Python (Proficient), SQL (Proficient),

Technologies: Microsoft visual studio, Salesforce, SQL management studio, Azure DevOps, Azure REST API, JIRA, POSTMAN API, .Net Framework

EDUCATION

Master of Science - MS, Computer Science, University of Hawai'i at Mānoa

Jan 2022 - May 2023

- GPA: 3.7/ 4.0, Dean's List for all terms
- Relevant Coursework: Advanced Software Engineering A+, Advanced Virtual and Augmented Reality A+, Software Quality Assurance A+

Bachelor of Science - BS, Computer Science, University of Hawai'i at Mānoa

May 2018 - Dec 2021

- GPA: 3.5 / 4.0, Dean's List for all terms
- Relevant Coursework: Software Engineering I A+, Software Engineering II A+, Virtual & Augmntd Reality Prog A+, Algorithms B+

PROJECTS

Developer, Oceanic Insitute VR (reach out) (github.com/OceanicInsitute)

Aug 2022 – Present

- This project is built to help Ocananic institute to outreach leading the world about what kind of work they are doing daily and what knowledge they need. Using the combination of 360 videos for learning expensive and training scenes built with unity to give hand on interaction.
- I record 360 videos onsite, edit videos, and create scripts to add features for traveling/interaction.

Software Engineer, Servco Vehicle Automatic Validation (github.com/ServcoTHC)

May 2022 – Aug 2022

- This project was built to give a smoother experience for people trying to file a claim for the Toyota Hawaii Care program. This automated system will look at the SQL database and create a store procedure to validate the claim.
- I worked on creating the store procedure for validating claims with the help of the claim manager. And create an API called that will be used for the automation.

Web Application Developer, UH Grouping ([Live Site](#))

Sep 2020 – Feb 2022

- UH Groupings is an online service for organizing and managing groupings of people affiliated with the University of Hawaii.
- I worked on creating the feature allowing the interconnect to enable grouping owners publish and add members to the list.

More Project information can be found at yiwenc22.github.io/#projects

AWARDS AND ACCOLADES

- Servco Hackathon - 1st place
- Honolulu Hackathon - three place

2022

2021