Nicholas Chen

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nichwch.github.io | https://github.com/nichwch | https://nichwch.itch.io/
Blog: https://medium.com/@nichwch

Education
- UC Davis B.S. Computer Science 2022 (GPA: 3.7)
- Relevant coursework : Discrete Math (ECS 20), Data Structures and Algorithms (ECS 32B), Calculus C (MAT 21C), AP Computer Science

Skills
Programming languages/Frameworks/Tools: React.js/Redux, HTML/CSS/Javascript, Node.js, Unity/C#, C++, Python, Java, Git

Projects *Many of my projects are documented on my blog,* https://medium.com/@nichwch
- **QuizletRPG** | A gamified learning experience created with React.JS and the Quizlet API; launched on AWS. **Won 1st place at SacHacks 2018**. (React.js, HTML, CSS)
- **breadhaiku.com** | A responsive, mobile first web app that shows user-made haikus Made with React.js and Node.js, launched on AWS (React.js, HTML, CSS)
- **The Hanging Gardens** | A short 2D platformer game with watercolor painted graphics Available on the App Store, Play Store, and itch.io, **over 400 downloads**; (Unity, C#)
- **Spaceship Scramble** | A hybrid platformer/RTS with a camera switching mechanic Available on Github; (Unity ,C#)
- **Machine Gods** | A fully featured side scrolling shooter with giant robots Available on itch.io (Web and Windows); made with GDevelop

Experience

UC Plasma Incubator - Teachme
Front End Developer   *December 2018 - PRESENT*
Worked on prototyping an edtech startup dedicated to making educational resources more accessible.
- Created responsive frontend with React.js/Redux/React Router
- Developed full featured user authentication system using AWS Cognito
- Gained backend experience working with Node.js and MongoDB
- Learned how to use Git for version control in a team environment

UC Davis ModLab - Frack The Game
Unity Developer   *September 2018 - PRESENT*
Contributed to the strategy game "Frack the Game", a game designed to raise awareness of the environmental dangers of fracking.
- Built game using C# and Unity and collaborated with other developers
- Game had the purpose of raising awareness of fracking and was used by 100% of ModLab participants

Chipotle
Crew Member   *March 2018 - PRESENT*
Worked as part of a restaurant crew. Prepared burritos and provided a pleasant customer service experience

Monta Vista Model UN
Vice President of Training   *May 2016 - May 2017*
Vice President   *May 2017 - May 2018*
Coached nationally ranked Model UN team that competed at international competitions
- Increased member retention by 50%; increased competitor awards rate by 42%
- Raised delegation prestige from unranked to ranked within the Top 50 nationwide
- Won 6 first place awards as an individual competitor, with more lesser awards