


# Joanna Chen

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## EXPERIENCE

- Figma** | Software Engineering Intern – San Francisco, CA Winter 2020
- Worked on Editor Experience team to deliver and maintain high-value user features on Figma
  - Lead engineer on Selection Colors v2 project
- LinkedIn** | Software Engineering Intern – Sunnyvale, CA Winter 2019
- Built new network growth feature for the Flagship LinkedIn Android app
  - Contributed to design docs, planning, code implementation, code review, and design feedback
- Lyft** | Software Engineering Intern – San Francisco, CA Spring 2018
- Created customer support tools to efficiently and effectively take care of accident claims
  - Shipped iOS features (Passenger & Driver app) to improve safety of users
- Hack the North** | Android Developer – Waterloo, ON Feb 2017 - Dec 2017
- Organizing international hackathon, with emphasis on developing the event Android app
- Square** | Software Engineering Intern – San Francisco, CA Fall 2017
- Individually designed and built the Square Cash app on WatchOS from scratch
  - Designed (API, data model, UX) Square Cash iOS app features to be implemented
- Wish** | Software Engineering Intern – San Francisco, CA Winter 2017
- Worked as full stack product engineer (iOS, Android, JS, Python, Docker, HTML/CSS)
  - Launched redesigned notifications page (+2.1% GMV), redesigned purchase review (+1.97% GMV)
- Google** | Engineering Practicum Intern – Boulder, CO Spring 2016
- Created internal developer tool that reduced time to create Now cards from months to weeks
  - Extensively worked with Java, protocol buffers, Android Studio, Android UI and the Android SDK

## SKILLS

### Languages and Skills

Python · Java · Swift · C++ · Typescript ·  
HTML/CSS

### Tools

Android · iOS · Vim · Linux/UNIX · Protocol Buffers ·  
Git · REST · Docker · Firebase · FPGA

## PROJECTS

- Colours** | Swift, iOS (Xcode) Sep 2015
- Independent indie iOS game in App Store with over 300 users
- Neo-Trader** | Luis.ai, HTML/CSS, Microsoft Azure Sep 2016
- Web stock trading chatbot developed in a team of four at Hack the North III
  - Trained the Luis natural language processing, and connected the machine learning to web frontend
- LeapStack** | Unity, C#, Leap Motion, Blender Feb 2016
- A VR application developed in a team of three at DeltaHacks II
  - Implemented object movement in C#, created the UI and designed custom 3D objects in Blender
- Design Portfolio** | HTML/CSS, Figma Jan 2018
- Created personal website for my design portfolio (including case studies)

## EDUCATION

University of Waterloo – Waterloo, ON | Candidate for BAsC. Computer Engineering (Expected May 2021)