

Winnie Chen

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EDUCATION

Stanford University, Stanford, CA

Sep. 2021 - June 2025

- Bachelor of Science, Computer Science | GPA: 3.934/4.00 | Minor, Music (Classical Flute)

EXPERIENCE

Full-Stack Software Engineering Intern, *Twitch (Amazon)* | **Go, GraphQL, ReactJS**

June 2024 - Sep. 2024

- Spearheaded implementation of **full-stack User Alerts** product to recognize streamers' most important contributors, achieving 20% adoption of User Alerts among streamers that have adopted general alerts
- Presented **technical design document** to senior engineers, detailing implementation strategy and architecture
- Developed Go-based backend services & GraphQL schema, queries, and resolvers; built reusable frontend components in React; wrote **unit and integration tests**
- Led pre-deployment testing process, crafting an extensive test plan and conducting risk analysis through a **production readiness review document** to ensure performance & stability of the product

Full-Stack Software Engineering Intern, *Twitch (Amazon)* | **Go, GraphQL, ReactJS**

June 2023 - Sep. 2023

- Implemented and shipped full-stack safety feature **shared moderator comments** to strengthen the safety of streamers' communities, increasing number of moderator comments **added about suspicious users by ~30%**
- Developed **full API in Go**; created queries in GraphQL to fetch backend data; implemented new frontend components
- Built extensive testing infrastructure including unit tests, integration tests, load tests, and manual tests

Software Engineering Intern, *K Health* | ReactJS, TypeScript

June 2022 - Aug. 2022

- Implemented, tested, and shipped new frontend features in ReactJS & TypeScript using modular architecture
- Fixed high-priority bugs, refactored 10+ components to improve application scalability and performance, and deployed 20+ UI fixes to enhance user experience and accessibility

Research Intern, *Cognitive & Neural Computation Lab, Yale University* | Python, Blender

June 2021 - Aug. 2021

- Under the mentorship of Dr. Ilker Yildirim, generated experimental stimuli using Python and Blender to investigate the visual system's segmentation of continuous stream of sense inputs into discrete physical events

Computer Science Instructor, *Juni Learning* | Python, Java

June 2022 - Jan. 2023

- Taught students 1-on-1 weekly lessons from Python & Java curriculum

SOFTWARE PROJECTS

Artist Collaboration App (Fullstack) | React Native, Express, MongoDB, Figma | December 2023 | [Backend GitHub](#) |

[Frontend GitHub](#) | [Website](#)

- Collaborated with a team to build an iOS app that helps isolated artists connect to find collaboration and community
- Conducted user research, created UI prototypes, and iteratively designed product; built app and team website

Pomodoro Web App (Fullstack) | Javascript, CSS, HTML, Express, MongoDB | March 2022 | [GitHub Page](#)

- Built a Pomodoro timer web app that allows users to create an account and view their activity analytics
- Created an asynchronous API accessed with fetch to store user analytics information

SKILLS

Programming: Python, C++, Go, Java, Javascript, TypeScript

Other: ReactJS, React Native, GraphQL, MongoDB, HTML, CSS, Git, Express.js, Node.js

LEADERSHIP

Stanford Code the Change, *Team Lead of Oppia* | Python

Jan. 2022 - June 2023

- Led Stanford student team contributing to open-source educational platform Oppia to support learning experiences for over 1 million students with limited access to formal education
- Implemented automated detection of security vulnerabilities, fixed CI check failures, and maintained the Oppia GitHub bot for developers as a member of Oppia's Dev Workflow team