

Zoey Chen

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OBJECTIVE

Seeking an Internship for Summer 2026

EDUCATION/RELEVANT COURSEWORK

University of California, Irvine

Irvine, CA

Computer Science and Engineering, B.S. Cumulative GPA: 3.692

Sept. 2025 - Anticipated June 2029

Python Programming with Libraries (Accelerated) | Introduction to Digital Systems | Boolean Logic and Discrete Structures

Valley Christian High School

San Jose, CA

Weighted GPA: 4.571

Aug. 2021 - June 2025

Data Structures and Algorithms Honors | AP Computer Science A | AP Computer Science Principles

EXPERIENCE

Website Manager/Director of Technology

San Jose, CA

Flowing Waters Foundation

July 2023 - June 2025

- Produced 20+ wireframes, UI designs, and digital illustrations using Figma and Adobe Creative Cloud, ensuring strong brand alignment.
- Conducted user research to inform UX improvements that increased user engagement and site clarity.
- Managed design-to-development handoff, delivering annotated specs and implementing the frontend with HTML, CSS, and JavaScript for optimized performance.

Web Developer

San Jose, CA

Valley Breathe at Valley Christian High School

Aug. 2024 - June 2025

- Designed and developed club website, creating an organized and visually appealing platform for members.
 - Supported club operations by providing up-to-date information and resources for members.
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PROJECTS

Personal Website – zochen.github.io | HTML, CSS, JavaScript, CursorAI

Aug. 2025

- Designed and developed a personal website showcasing projects/skills using HTML, CSS, JavaScript, and Cursor AI.
- Implemented responsive design, interactive features, and AI-assisted development to improve user experience.

Minesweeper Game | JavaScript, HTML, CSS

Oct. 2025

- Developed a fully functional Minesweeper game using JavaScript, HTML, and CSS.
- Implemented interactive grid, timer, and flagging mechanics for a classic gameplay experience.

Metrodvania Game - UC Irvine, Irvine, CA

Oct 2025 - Nov. 2025

- Collaborated with a team of 10 to develop Metrodvania-style game *Ant Eater* over the span of fall quarter
- Gained hands-on experience with C# programming and the Unity game engine.

API-Driven Weather Forecast Analyzer | Python, REST APIs, JSON Parsing, Object-Oriented Design

Nov. 2025

- Implemented a modular Python application integrating RESTful APIs (National Weather Service, OpenStreetMap) with JSON parsing and geospatial data processing
- Computed heat index and wind chill-based “feels like” temperatures, supporting unit conversion, deterministic tie-breaking, and fault-tolerant API/file inputs

Fall 2025 Video Game Development Club, ZotJam – UC Irvine, Irvine, CA

Oct. 2025

- Collaborated with a team of 8 to develop the game *Unforgettable Spirit* within 48 hours
 - Gained hands-on experience with C# programming and the Unity game engine.
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TECHNICAL SKILLS

Languages: Javascript | Java | Python | C# | HTML/CSS | C++

Developer Tools: Git | Unity | VS Code | Cursor AI | Vim | Figma | Pycharm