

# ANDREW WANG CHEN

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## EDUCATION

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**Dartmouth College**, Hanover, NH

*B.A. Computer Science*

Awards: 3x Honor List

Coursework: Multivariable Calculus, Object-Oriented Programming, UI/UX Design, Software Design & Implementation, Discrete Math, Algorithms, Full Stack Web Development, Machine Learning, AR/VR Development, Computer Graphics

**Class of 2024**  
**GPA 3.92/4.00**

**Hanover High School**, Hanover, NH

Awards: Eagle Scout, Valedictorian, 4x High Honor Roll, Harvard Book Award

**Class of 2020**  
**GPA 4.00/4.00**

## WORK EXPERIENCE

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**Meta**, New York, NY

*Software Engineer*

**July 2024 –**

**MathWorks**, Natick, MA

*Engineering Development Group Intern*

**September 2023 – December 2023**

- Built and tested search and sort functionality for a web-based internal tool with React and Go using industry-standard tools and frameworks at a 12-week internship on the IAT Scorecards team at MathWorks in Natick, MA.

**Meta**, Menlo Park, CA

*Software Engineer Intern, Horizon Experiences*

**June 2023 – September 2023**

- Exceeded performance expectations at a second 12-week summer internship at Meta on the Horizon Experiences Social Team in Menlo Park, CA.
- Increased usage by 43% of a Horizon Worlds friend recommendation feed by surfacing contextual information for each recommendation and creating a recommendation rejection feature.
- Implemented social interaction features on Horizon Worlds in-game leaderboards resulting in a 1% increase in leaderboard users' follower and following counts.

**Meta**, Burlingame, CA

*Software Engineer Intern, VR Media*

**June 2022 – September 2022**

- Exceeded performance expectations at a 12-week summer internship on the VR Media Discovery Team at Meta Reality Labs in Burlingame, CA through exceptional organization, communication, and productivity.
- Streamlined the VR video browsing experience on the Oculus platform through a new feature for remotely launching VR video content on a headset from the Oculus companion app using React Native and GraphQL
- Improved VR video engagement among Oculus gaming users on the Oculus companion app home page through personalized VR video recommendations based on their Oculus game play history

**Digital Applied Learning and Innovation (DALI) Lab**, Hanover, NH

*Developer*

**March 2021 – November 2022**

- Collaborated with developers, designers, project managers, and clients to produce full-stack web apps and Unity VR experiences in 10-week terms using the Scrum framework
- Implemented a user interface, analytics tracking, and NPC movement scripts for [an educational Unity VR app](#) that simulates the vision of tarsiers, pit vipers, dragonflies, and other animals in their natural environment
- Constructed and launched a [web application](#) for forestry researchers to predict foreign insect invasiveness and ecological impact based on a predictive model in R using React with Redux, Node.js and PostgreSQL

**Dartmouth Data Experiences and Visualizations (DEV) Studio**, Hanover, NH

*XR Developer*

**June 2020 – June 2023**

- Developed iOS AR and Unity VR apps on a team of XR developers and designers for Dartmouth faculty research projects.
- Implemented a [desktop and VR app](#) for touring, learning about, and annotating a virtual recreation of the Basilica of Saint Paul Outside the Walls in Rome with Unity as a part of a team of undergraduate and graduate developers
- Created an [iOS app](#) using Apple ARKit that augments visits to the Shaker Forest property in Enfield, NH, USA with the historical narratives of the Shakers and the indigenous Abenaki tribe for a Dartmouth faculty member

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## SKILLS & INTERESTS

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Technical: Python, Java, C, JavaScript, React, React Native, Figma, Maya, Unity, SQL, Go, Swift

Languages: English

Additional Interests: XR technology, UI/UX design, game development in Roblox, Minecraft server modding