

# Cheng (Jackie) Chen

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## EDUCATION

### Texas A&M University

Bachelor of Science in Computer Science

College Station, TX

December 2017

## SKILLS

**Programming Languages & Libraries:** Python, C/C++, Java, HTML, SQL, and JavaScript, Prolog, Haskell, CUDA, OpenMP, MPI

**Software Tools:** Maven, Jenkins, JDBC, Tomcat, Hibernate, Junit, TestNG, Selenium, Jmeter, Blazemeter, SoapUI, ReadyAPI, Postman, RSA cryptosystem, NNUnet.

**Languages:** Fluent in English, Mandarin Chinese; Portuguese(Medium proficiency)

## WORK & LEADERSHIP EXPERIENCE

### McWilliams School of Biomedical Informatics at UTHealth Houston

Scientific Programmer II

Houston, TX

April 2024 –Current

I am a programmer in Dr. Zhi's lab group working on projects involving machine learning models, brain-imaging and genetics.

- Worked with neuroimaging tools such as ANTs and FSL
- Executed end-to-end model training workflows
- Developed interactive applications using Gradio for model demonstration purposes.

### Worked at Aetna through Infosys

Technical Test Lead

Hartford, CT

June 2018 –March 2024

I lead a QA team that tests APIs from across the entire organization from Claims to MinuteClinic services.

- Worked with other teams to develop an API test automation framework.
- Modified testing framework to accommodate for new testing practices and workflows
- Headed efforts for the QA team to adopt low-volume performance testing with Jmeter.
- Executed various testing methods such as black box, functional, regression, security and user acceptance testing to validate requirements are met.

### Revature

Associate

Reston, VA

April 2018 –June 2018

- Developed full stack Java applications following the AJAX framework.
- Maintained data definition on cloud database instances, AWS RDS.

## COLLEGE PROGRAMMING PROJECTS

**Project:** Neural Network

**Activity:** Artificial Intelligence Project

*A Neural Network written in Python, this project was an exercise in building a neural network and testing its pattern recognition. The neural network was given various training sets, and tested with a guessing game to see how accurately it can learn and predict a person's guesses.*

**Project:** Wumpus World II

**Activity:** Programming Studio Group Project

*Wumpus World II was an online multiplayer game based on Wumpus World written using Python, HTML, and Javascript that either put two players together in a Co-operative play mode or a versus mode against each other.*

**Project:** Team Based Navigational System

**Activity:** Senior Capstone Project.

*We built on a pre-existing application that linked an Android phone to a haptic feedback vest for navigation. We enhanced the application to link together multiple phones into a single team, and send individual directions to each team member to direct them to a singular destination.*

**Project:** Basic Operating System

**Activity:** Semester long Operating Systems Project.

*Written in C, it implemented file systems, disk blocks, paging, frame pools, a scheduler, and a virtual memory allocator.*