

DYLAN CHEN

dylanchen4306@gmail.com | 929-488-9693 | [Linkedin](#) | [Portfolio](#)

EDUCATION

Northeastern University - Boston, MA

Expected May 2028

B.S. in Computer Engineering and Computer Science

GPA: 3.5/4.0

- **Activities & Leadership:** UX Designer (*Sandbox NU*), Software Developer (*Oasis Accelerator*)

SKILLS

- **Technologies & Frameworks:** HTML/CSS, Javascript, Typescript, Astro, React, Three.js, REST APIs, Python, NumPy, C#, C++, GDScript, Java, Kotlin, Compose, R, SQL, SQLite, MySQL, Aiven
- **Tools and Methodologies:** Unity, Godot, Claude, Agentic Workflow, Blender, CAD, Solidworks, Powerpoint, Excel, UI/UX, Figma, Wireframing, Git/Github, Jira, Agile/Scrum, Lean, Photoshop

TECHNICAL EXPERIENCE

Product Test Engineer Co-op - SharkNinja

January 2026 - June 2026

- Engineered firmware and programmed interactive, menu-driven UIs for custom testing rigs using Arduino and C++.
- Accelerated GUI and dashboard iteration through rapid prototyping, using direct operator feedback to refine and direct UX tuning goals to deliver an MVP for test protocol deployment.
- Built Python image analysis automation tool to improve test data reliability and reduce turnaround times by over 98% for the haircare team using Otsu's method and auto-formatted data in PowerPoint and Excel deliverables.
- Standardized cross-team testing protocols by authoring technical documentation and leading cross-functional training sessions for directors and operators on hardware rigs and software tooling.

PROJECTS

Drawing Program

August 2026 - Present

- Building an android native drawing program with full professional level toolings and comprehensive, tunable UI layouts, suited for both professional and casual artists
- Tested and iterated UI/UX interactions and visuals to optimize user flow, debug, and patched edge case considerations
- Rapidly prototyped program with UI/UX centric design principles and myPaint framework for brush engine integration and Android API gesture based controls based on automated and manual case study research of software MVPs.

Cheese Affinage DB Program - Northeastern University

August 2026

- Built and deployed a cheese affinage database program using Aiven, MySQL, R, and a full dashboard in R Shiny, using 3NF design principles and ERD methodology to structure the logical design implementation of the database.
- Rapidly iterated dashboard interactions in R Shiny, creating a legible and accessible GUI dashboard for data.

Personal Portfolio Website

May 2025 - July 2026

- Architected a personal portfolio using Astro and TypeScript, upgrading from a vanilla HTML/CSS foundation to enable SPA-like view transitions and robust content management for engineering and design projects.
- Engineered complex UI/UX features using advanced vanilla JavaScript, HTML5 Canvas, and SVG matrix transformations, deploying physics-based animations, drag-and-drop routing, and serverless EmailJS integrations

INTERESTS

UI/UX, Photographing wallpapers, Coffee brewing, Baking without recipes, Climbing colorful rocks, doodles, and noodles