Andrew Chen

https://github.com/BlastWind

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Location : Northern Virginia

Education

- **College of William & Mary** — Williamsburg, VA
  Bachelor of Science in Computer Science — *Aug. 2020 - June 2024*
- **Relevant Courses**: Computer: Software Engineering, Operating Systems, Algorithms and Data Structures, Computer Organization, Programming Languages, Systems Programming. Math: Abstract Algebra, Real Analysis, Probability.
- **Selected Self Studied Materials**: ARENA 3.0 (AI Alignment), Nand2Tetris, Category Theory by Awodey.

Experience

Two Six Technologies — Arlington, VA

- Defense Contracting

Research Engineering Intern — *Jun 2023 - Aug 2023*

  - Wrote a Linear Temporal Logic interpreter in Haskell to catch event stream anomalies.

ClearBlade — Austin, Texas

- IoT Management. Appointed by Google to replace their IoT core.

MLOps Intern — *Dec 2021 - Aug 2022*

  - Built an one-stop **ML management platform** for users to upload, retrain, and setup inferencing pipelines within ClearBlade's IoT management platform; ClearBlade's largest client monitors their oil drills with this platform. Technologies: React, Typescript, Golang, Docker, ONNX.

Frontend Intern — *May 2021 - Dec 2021*

  - Improved IoT management platform by implementing an image history tab and revamping the map components to better display IoT asset information. Additionally, I rigorously strengthened the 100k+ lined codebase by adhering to bleeding-edge typescript features.

Research and Publications

- **ACER**: Chen, A., Yan, Y., and Poshyvanyk, D. "ACER: An AST-based Call Graph Generator Framework", in Proceedings of the 23rd International Working Conference on Source Code Analysis and Manipulation (SCAM'23), Engineering Track, Bogotà, Colombia, October 2-3th, 2023
- **Evaluating LLM Performance on Haskell**: Chen, Andrew, "Evaluating Large Language Model Performance on Haskell" (2024). Undergraduate Honors Theses. William & Mary. https://scholarworks.wm.edu/honorstheses/2186

Projects

- **Roadmapedia**: An interactive learning roadmap wiki that fosters creation, tracking, and sharing of learning roadmaps. Engaged 50 beta testers, but suspended development to further hone coding capabilities. Technologies: MERN stack, D3.js.
- **Hearthstone Battlegrounds**: Replicating the popular trading card game in Haskell.

Languages and Technologies

- **Languages**: Haskell, Python, Typescript, ReactJS; Chinese (native)
- **Technologies**: Unix, Docker, GCloud.

Activities

- **Unfooling.com**: Meditating on Haskell.
- **Youtube Channel**: Garnered 1k subscribers from posting ReactJS, D3.js, and ML tutorials in high school.