Andrew Chen

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Location : Alexandria, VA

EDUCATION

- **College of William & Mary** — Williamsburg, VA
  Bachelor of Science in Computer Science — *Aug. 2020 - June 2024*
- **Relevant Courses**: Software Engineering, Software Development, Algorithms and Data Structures, Computer Organization, Programming Languages, Systems Programming, Advanced Linear Algebra
- **Self Studied Courses**: Nand2Tetris, DeepLearning.AI's DL Specialization, Stanford Machine Learning

EXPERIENCE

- **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.

  Frontend Intern — *May 2021 - Dec 2021*
  - Improved IoT management platform by implementing an image history tab and revamping map component to better display IoT asset information. My other responsibilities included refactoring and rigorously testing our 100k+ lined codebase. Technologies: React, Typescript.

PROJECTS

- **Focal**: Code reading tools are underexplored and underappreciated. I'm in the process of building Focal, a VSCode plugin that blurs out code unused by the highlighted lines in your Python scripts. Technologies: Tree Sitter, Rust.
- **Multilingual call graph generator**: I work in team of 5 to make call graph generators for Java, Python, and C++. This project serves to normalize code repositories before feeding them into the training of practical and important tools like Github Copilot. I am the main contributor and architect to the project. Technologies: Tree Sitter, Python.
- **Roadmapedia**: Passionate in teaching and open source, I built Roadmapedia, a learning roadmap wiki for users to create, track, and share learning roadmaps, in junior year of highschool. Roadmapedia had 50 testers in its beta, but I've halted its progress to do more research and increase my codesmanship before returning. Technologies: ReactJS, NodeJS, D3.js, MongoDB.
- **Real Time Style Transfer**: While style transfer's original paper combined a style image with only a single content image, I applied the technique on a dynamic stream of content images, sourced from the user's webcam by utilizing MobileNets. This is my highschool science fair project.

LANGUAGES AND TECHNOLOGIES

- **Languages**: Typescript, ReactJS, Python, Java, C++, Haskell
- **Technologies**: Unix, Docker, Ansible, Terraform, AWS, GCloud

ACTIVITIES

- **Unfooling.com**: I meditate on maths, life, and Haskell.
- **Game Design Club**: As the president, I lead the club in making games and tooling in SFML and C++.
- **Youtube Channel**: I gathered my first 1k subscribers from ReactJS, D3.js, and ML tutorials. Now I work on my "code base deep dive" series, where I dissect open source repos such as git, redis, npm, apache http server, etc.