Chen Fang

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EDUCATION

University of Illinois at Urbana-Champaign — May 2027
Bachelor of Science in Mathematics & Computer Science — GPA: 3.97
- Dean's List — Major GPA: 4.0

SKILLS

Language & Tools: Advanced in **Python, C/C++,** Java, **UnrealEditor**, R, Docker, Git; Proficient in MATLAB, Unity

WORK EXPERIENCE

Secure Learning Lab in University of Illinois at Urbana-Champaign — Champaign, IL
Machine Learning and AI Security Research Intern — **Sep. 2025 - Current**
- Developed AudioGuard, a research framework that uses LLM-based audio models to jointly identify speakers and classify content safety, with dataset loaders and benchmarking/evaluation tools for audio guardrails.

SALT Lab in University of Illinois at Urbana-Champaign — Champaign, IL
Software Engineer Research Intern — **Apr. - Oct. 2025**
- Deployed new websites and maintained existed websites
- Develop PTI De-Escalation training platform running on Meta Quest 3

Sibel School of Computing and Data Science at UIUC — Champaign, IL
Paid Tutor of CS521 and CS124 — **Jan. 2024 - Current**
- Optimized the online office hour queuing system and rules, **reducing 9.3%** average waiting time for students.
- Lead my mentee team, train them to assist students effectively, and guide them on how to become excellent tutors.

PROJECTS

Police Training Simulation Platform - Dual-Agent Chatbot — **Jun. - Jul. 2025**
- Developed responsive application with simultaneous chat interfaces enabling officers to practice interrogation and communication skills.
- Integrated Dify AI API with real-time streaming responses, conversation management, and error handling for realistic training scenarios.
- Designed platform to support police academy programs, allowing instructors to monitor and assess trainee performance with AI agents.

CampusCrib - Full-Stack Student Housing Platform — **Feb. - Apr. 2025**
- Developed a comprehensive apartment discovery platform for UIUC students using Django backend and React frontend.
- Built responsive React application with real-time search functionality, filtering capabilities, and dynamic apartment listings.
- Integrated Google Maps API for interactive mapping and geolocation features. Created a comprehensive apartment database. Implemented Django-based user authentication system with registration, login, and session management.

Tetris Game Platform — **Apr. 2025 - May. 2025**
- Developed a comprehensive Tetris gaming platform supporting single-player, multiplayer, and human vs. AI modes.
- Implemented real-time WebSocket communication for seamless multiplayer battles and designed an intelligent AI bot using heuristic algorithms for optimal piece placement.
- Built complete game mechanics including collision detection, line clearing, and robust state management.

Weather-Course Integration — **Apr. 2025**
- Built a microservice that integrates the NWS API with university course schedules to forecast class-time weather.
- Implemented timezone handling, API caching strategies, and automated weather alerts for outdoor campus activities based on course locations and schedules.