

Chuwen Sun

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Education

The Ohio State University

Bachelor of Science in Computer Science Engineering

Columbus, Ohio

Aug 2017 - Dec 2021

The George Washington University

Master of Science in Computer Science (GPA: 4.0)

Washington DC

Aug 2022 - May 2024

Skills

- Java, C #, C, JS, GoLang, Spring Boot, Tailwind, Angular, MongoDB, SQL, Python, Linux, .NET, Unity, Apache pipeline, PHP, HTML, CSS

Work Experience

Novance

May - Aug 2023

Full-Stack Development Intern

- Led a team of 2 developers in successfully developing the main website for the company, saving the sales and advertisement team an average of 10 hours per week on communication. (<https://novance.co/>)
- Worked closely with stakeholders to gather requirements to implement features using javascript and CSS including full-site search, navigation menu effects, and hover animations
- Drafted a software design document aimed for data-driven applications aimed at business-influencer connections
- Experimented in manipulating prominent social platform APIs such as Youtube, TikTok and Instagram to generate Data visualization and prepare the company for future realization of the design

Project Experience

Project: Genius.com core functionalities Clone | Angular, Node.js, RESTful, MongoDB

Mar 2024- May 2024

- Developed a web application inspired by Genius.com, enabling users to view song lyrics, explore and interact with the community, mainly utilized Angular Framework and Tailwind for a visual appealing front-end
- Integrated **MongoDB** with **Node.js** and **RESTful API** to handle **CRUD** operations for authentications, song info and lyrics annotations between front-end and back-end, improved data retrieval efficiency by implementing **indexing by 30%**
- Developed complex mechanisms for searching, filtering, dynamically interacting with song info and fellow users

Game: Backpacker's Journal | Unity, C#

Course: Capstone: Game Development(Prof. Roger Crawfis)

Aug 2021 - Nov 2021

- Designed a 3D open-world game using **procedural generation** (infinite 3D game world)
- Engineered a random flora-generation system using **Perlin Map** and **seeds** to change frequency of flora generation(**>=60 FPS**)
- Implemented concrete framework including Game Manager and Audio Manager which control general flow of the game.
- Specialized **AI behaviors** of 12 animals with **reacting radius** and **path-finding** to behave and interact with player.
- Won the **Best Game** and the **Most Creative Game** of 2021 spring semester.

Project: New York Hotspot recommendation System for drivers

Python, Apache Spark, Hive Sep 2023- Dec 2023

- Designed and Developed a fully-automatic bigdata pipeline that can take streaming raw data and generate NYC hotspot with **Apache NIFI, Hadoop, Hive, Spark**
- Employed **K-mean** and **Pagerank** algorithm to create clusters and generate result to driver based on their time and location
- Ingested more than **7 billions** of trip orders a data warehouse in **Apache Hive** using batch processing with **pyspark** and is able to in take different forms of streaming data

Project: Hotel Management System | GoLang, PostgreSQL, Bootstrap

Sep 2022 - Dec 2022

- Constructed a **notification system** that send Emails and SMS texts to users for confirmation when room is reserved
- Implemented an **authentication system** that enable managers to manage reservations and guests to make reservation
- Connected the web application to **PostgreSQL** database and implemented corresponding behaviors to modify database
- Fully experienced with **Bootstrap** to plug in already functional components such as date-picker and slide window.