

David Chen

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(US Citizen)

Updated: 11/30/24

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EDUCATION

- Stanford University: Stanford Center for Professional Development, Stanford, CA.** 2022 - Present
- Part-time: AI Graduate Certificate Path. GPA: 4.3/4.3
- Carnegie Mellon University: School of Computer Science, Pittsburgh, PA.** 2017 - 2021
- Major in CS, Minor in Math. GPA: 3.95/4.0

EXPERIENCE

- Meta, Menlo Park, CA. - SWE** 2021 - Present
- Android and full stack engineer for FB Notifications and FB Feed Experience Infra.
 - Led the Android Top Updates Widget project from development all the way to launch and promotion, and continued improvements.
 - Android development includes setting up logging infrastructure, creating custom logic to get content from the server, implementing and updating the UI, etc.
 - Collaborated closely with backend + ML Eng and contributed to PHP server logic.
 - Ran a series of A/B experiments to analyze impact on company topline metrics.
 - Presented to PMs and data scientists to successfully launch an impactful project that boosts Facebook sessions and daily active users (DAU).
 - Collaborated with various teams to add in additional entry-points for the Birthday Center, driving millions of new visits and impact in the form of birthday wishes.
 - Drove Java to Kotlin conversion efforts across all Android engineers in the notifications org, reaching 100% Kotlin goal 1 year ahead of schedule.
- Facebook (AR/VR), Menlo Park, CA. - SWE Intern** 2020 Summer
- GoDaddy, Kirkland, WA. - SDE Intern** 2019 Summer
- Akamai Technologies, Cambridge, MA. - SDET Intern** 2018 Summer
- Carnegie Mellon University: School of Computer Science, Pittsburgh, PA. - Student** 2017 - 2021
- Counterspace Games - Research Producer
 - Supervisor: Erica Cruz
 - Coordinated team of undergraduates in development of game prototypes.
 - Developed multiple prototypes using Unity game engine.
 - Conducted interviews during the team selection process.
 - Research in Partitioning-based approaches for Maximum Satisfiability
 - Supervisor: Dr. Ruben Martins
 - Devised and implemented preprocessing techniques for MaxSAT solvers and analyzed impact on performance for competition benchmarks.
- Acton-Boxborough Regional High School, Acton, MA. - Student** 2013 - 2017
- Taught Python programming at Acton Chinese School for multiple semesters.

HACKATHON PROJECTS

- CMU TartanHacks: s t r e t c h e d** 2019 Spring
- Grand Finalist for CMU TartanHacks
 - Cooperative, 3D puzzle game with an environment stretching as the main mechanic
 - Devpost link: devpost.com/software/s-t-r-e-t-c-h-e-d
- GoDaddy: ReSocial** 2019 Summer
- Customer Innovation category winner for GoDaddy's Intern week hackathon
 - Website dashboard for businesses to monitor online reviews, built with React.

EXCERPT OF RELEVANT COURSE PROJECTS

Stanford: CS234 Reinforcement Learning Final Project

2024 Spring

- Discovered and evaluated flaws in existing Decision Transformer research relating to the “trajectory stitching” issue.
- Extended research on the Waypoint Transformer approach, with potential improvements on benchmarks and better understanding of the importance of waypoint location.
- Paper link: davidjgchen.github.io/stitching-paper.pdf

Stanford: CS230 Deep Learning Final Project

2022 Spring

- Extended research on satellite image machine learning (SIML) through multi-task learning on ResNet models.
- Extended application of the model to prediction of self-storage facility prices in a location given satellite image data.

CMU: 15-688 Practical Data Science (Master’s Level) Final Project

2019 Fall

- Processed and analyzed Reddit data using various data analysis and ML techniques.

RELEVANT CS & MATH COURSEWORK

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| <ul style="list-style-type: none">• 15-441: Computer Networks• 15-462: Computer Graphics• 10-315: Machine Learning• 10-403: Deep Reinforcement Learning and Control• 15-688: Practical Data Science• 21-261: Introduction to Ordinary Differential Equations• 21-341: Linear Algebra | <ul style="list-style-type: none">• 21-355: Principles of Real Analysis I• 21-373: Algebraic Structures• 15-317: Constructive Logic• CS230: Deep Learning• CS234: Reinforcement Learning• STATS200: Statistical Inference• STATS217: Introduction to Stochastic Processes I |
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COMPUTER & PROGRAMMING SKILLS

- Game development with Unity Engine: github.com/DavidJGChen
- Proficient in **Python**, JavaScript, C, C++, **Java**, **Kotlin**, C#, SML, SQL, LaTeX, Typst, etc.
- Familiar with PyTorch, Android, React, .NET Core, Electron.js, Node.js, and many others.

OTHERS/HOBBIES

- Personal website: davidjgchen.github.io
- Self-studying and reviewing math and theory:
 - Current interests: analysis, probability theory, multi-armed bandits.
- Successfully quit my video gaming hobby.
- Typst (alternative to LaTeX) enthusiast!