# David Chen

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(US Citizen)

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## EDUCATION

**Stanford University: School of Engineering, Stanford, CA.** 2025 Fall
- M.S. in Computer Science: Artificial Intelligence

**Stanford University: Center for Global & Online Education, Stanford, CA.** 2022 - 2025
- Part-time: Artificial Intelligence Graduate Certificate. GPA: 4.3/4.3

**Carnegie Mellon University: School of Computer Science, Pittsburgh, PA.** 2017 - 2021
- B.S. in Computer Science, Minor in Math. GPA: 3.95/4.0

## INDUSTRY EXPERIENCE

**Meta, Menlo Park, CA.** - *SWE* 2021 - 2025
- Product software engineer for FB Notifications and FB Feed Experience Infra.
- Drove multiple large-scale projects resulting in major engagement increases for Facebook notifications, birthdays, widgets, and comments.
- Independently researched, implemented, and presented a solution for a complex Facebook bug resulting in an additional **3 million daily comments**.
- Collaborated with data scientists and conducted independent data analysis for **hundreds** of experiments to verify impact and influence direction.
- Led Java to Kotlin conversion efforts across all Android engineers in the notifications org, reaching **100%** Kotlin goal **1 year ahead of schedule**.
- Mentored multiple teammates and managed an intern.

**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

## EXCERPT OF RELEVANT PROJECTS

**Stanford: CS234 Reinforcement Learning Final Project** 2024 Spring
- Project mentor: **Prof. Emma Brunskill**
- 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.

**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 inference of self-storage facility prices.

**CMU: 15-688 Practical Data Science (Master’s Level) Final Project** 2019 Fall
- Explored subreddit classification from post content, performed additional analysis through clustering techniques.

## 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.

**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.

## RESEARCH EXPERIENCE

**Carnegie Mellon University: School of Computer Science, Pittsburgh, PA.** - *Student* 2018 - 2020

- Counterspace Games - Research Producer *(2019-2020)*
  - Supervisor: **Erica Cruz (PhD)**
  - Coordinated team of undergraduates in development of game prototypes.
  - Developed multiple prototypes using Unity game engine.
  - Conducted interviews, organized meetings, organized prototyping sessions.
- Research in Partitioning-based approaches for Maximum Satisfiability *(2018)*
  - Supervisor: **Dr. Ruben Martins**
  - Devised and implemented preprocessing techniques for MaxSAT solvers and analyzed impact on performance for competition benchmarks.

## COMPUTER & PROGRAMMING SKILLS

- Proficient in **Python**, **Java**, **Kotlin,** JavaScript, C, C++, SQL, LaTeX, Typst, etc.
- Familiar with PyTorch, Android, React, and many other frameworks.
- Game development with Unity Engine.

## RELEVANT CS & MATH COURSEWORK

- 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
- 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
- *Many more courses I could not fit here*

## OTHERS/HOBBIES

- Personal website: davidjgchen.github.io
- Self-studying and reviewing math and theory:
  - Current interests: optimization, multi-armed bandits.
- Successfully quit League of Legends.
- Cocktail and coffee enjoyer.
- Typst (alternative to LaTeX) enthusiast!