

David Chen

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(US Citizen)

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EDUCATION

- Stanford University: Stanford Center for Professional Development, Stanford, CA.** 2022 - Present
- Part-time: AI Grad. Certificate Path. CS230, CS234, STATS200, STATS217. 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 Facebook Notifications team, and Facebook Feed Experience Infrastructure team.
 - Took charge of Android Notifications 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 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 the 100% goal 1 year ahead of schedule for the Facebook App.
- Facebook (AR/VR), Menlo Park, CA. - SWE Intern** 2020 Summer
- Developed and owned a core integrity feature for Horizon Worlds.
 - Took initiative to learn different parts of the VR stack to facilitate the beta release.
- GoDaddy, Kirkland, WA. - SDE Intern** 2019 Summer
- Designed and created an in-house desktop app for the Digital Asset Manager (DAM).
 - Integrated an in-house secret encryption service into the DAM platform.
- Akamai Technologies, Cambridge, MA. - SDET Intern** 2018 Summer
- Took initiative to automate GUI tests (w/ Selenium) for Akamai's Pulsar Portal.
 - Designed test cases & conducted REST API tests using Postman and TestNG.
- 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.
- Massachusetts Institute of Technology: Department of Mech. Eng. - Volunteer** 2017 Summer
- Designed and created a QR code generator for a conference registration system.
- 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: <https://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.

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.

edX: Harvard University: Final Project

2016 Summer

- Designed and implemented a music genre classification service using machine learning.

RELEVANT CS & MATH COURSEWORK

- 21-270: Introduction to Mathematical Finance
- 70-391: Finance
- 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

COMPUTER & PROGRAMMING SKILLS

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

OTHERS/HOBBIES

- Pianist
- Self-studying and reviewing math and theory:
 - Current interests: analysis, probability theory, multi-armed bandits.