David Chen

3639 Haven Ave Unit C319
Menlo Park, CA. 94025
(US Citizen)

Updated: 11/30/24
(978) 866-2118
real17chend@gmail.com dchen17chend@meta.com

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 *(2019-2020)*
    - 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 *(2018)*
    - 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

- 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.*

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!