

Enoch Chen

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Education

Cornell University

B.A. in Computer Science

Ithaca, NY

Expected May 2022

- Relevant Coursework: Object-Oriented Design and Data Structures (Honors), Discrete Structures, Functional Programming, Computer System Organization and Programming, Introduction to Analysis of Algorithms

Skills

Technologies NodeJS, Express, React, PostgreSQL, Firebase, Git, Github Actions, Travis CI

Languages Java, C#, JavaScript, TypeScript, Python, OCaml, Haskell, Elm

Communication English, Chinese

Experience

Replenish

Software Engineering Intern

Orange, CA

May 2020 - Aug. 2020

- Extended database models and architected misc. features on Haskell/PostgreSQL backend stack.
- Developed scripts in Haskell to generate admin and customer-facing reports.
- Refactored and architected various views in Elm frontend.

Bloom

Software Engineering Intern

Ithaca, NY

June 2020 - July 2020

- Designed and implemented database model for curating matchups between users.
- Developed backend infrastructure and WebSockets interface for user messaging feature.
- Secured NodeJS server according to OWASP Top Ten security guidelines.

Cornell Design and Tech Initiative

Full Stack Developer

Ithaca, NY

Sept. 2019 - PRESENT

- Develop the backend of “eve”, a mobile app for discovering events at Cornell, using React, NodeJS, and Firebase.
- Implemented a backend interface for importing and processing event data from both a web scraper and user-generated files.
- Integrated an efficient authentication system to track event attendance of mobile users.

Cornell University

Teaching Assistant

Ithaca, NY

Jan. 2020 - PRESENT

- Hold office hours and grade assignments for students.
- Collaborate with instructors to design course curriculum.
- Course: Trends in Web Development

Side Projects

Ask Palette - BigRed//Hacks Hackathon

Developer

Sept. 2019

- Developed a web tool that generates a color palette from a given search query using Google App Engine and Flask.
- Integrated Google Cloud ML Engine to analyze queried search terms and produce appropriate colors.
- Designed a cache system to avoid unnecessary API calls.

Legends of Code and Magic - Competition

Contestant

July 2018 - Sept. 2018

- Designed an AI in Java to play a digital strategy card game.
- Implemented an efficient game model to couple with Monte Carlo tree search.
- Placed 81st out of over 1000 competitors.