Raymond Chen

Email: raymondchen@ufl.edu GitHub: https://github.com/GitRaymond-Chen

1720 SW 37th Street Apt. 164-B • Gainesville, FL 32607 • (929)-471-4030

EDUCATION

University of Florida December 2024

Computer Science B.S.

Relevant Coursework: *Data Structures and Algorithms, Info and Database Sys 1, Intro to Machine Learning, Operating System, Computer Organization, Computational Linear Algebra, Intro to Software Engineering, Programming Language Concepts, Discrete Structures, Human Computer Interaction, Algorithm Abstraction & Design*

GPA: 3.79/4.00

TECHNICAL SKILLS

Development: Python, C++, JavaScript, Java, C#, HTML/CSS, Unix, ARM, MIPS

Tools and Technologies: React, Pandas, NumPy, Matplotlib, PyTorch, Docker, Bootstrap, Unity, LaTeX, SFML, JUnit, GoogleTest, Git, Linux

Languages: English (Fluent), Mandarin (Native)

WORK EXPERIENCE

Collier County Public Schools – Information Technology Internship, Naples FL August 2019

- Orchestrated the assembly and distribution of 500+ audio equipment units to schools, ensuring seamless integration and enhancing the educational environment for over 10,000 students.
- Conducted the installation of school software on thousands of newly acquired laptops, contributing to the optimization of technological resources for enhanced learning experiences.
- Reorganized and indexed over 2,000 student files, enhancing administrative efficiency and reducing retrieval time for staff and faculty.

PROJECTS

Artificial Intelligence DJ April 2024

- Enhanced the text-to-music generation capabilities of Meta's MusicGen by training on 20MB of classical music.
- Boosted training efficiency by 80% and cut processing time by 60% by integrating Nvidia A100 40GB GPUs through Replicate cloud services.
- Designed and implemented an intuitive user interface that accepts detailed music descriptions from users and seamlessly pipes the generated music to an output file.

Canvas Clone for UF Students July 2023

- Developed a feature-rich Canvas clone tailored for University of Florida students, seamlessly integrating functionalities to enhance the learning experience.
- Integrated video streaming capabilities utilizing the YouTube API, allowing students to access educational content. Enabling students to view and contribute comments on the videos, fostering collaboration and discussion.
- Leveraged Google Bard's question-answering capabilities to enhance student engagement. The integration included a unique feature that generates motivational quotes with a simple click of a button.

IMDB Movie Rank April 2023

- Engineered movie ranking system leveraging Quicksort and Merge Sort algorithms in C++, reducing processing time by 40% and enhancing user experience with faster search results.
- Processed a vast IMDB dataset of over 45,000 movies, providing users with swift access to top-rated films by year.
- Implemented within the Visual Studio environment, featuring user-friendly year input/output via Windows Form.

Minesweeper December 2022

- Created an engaging Minesweeper game using C++ and leveraged the SFML library to enhance graphics and user interaction.
- Developed a recursive algorithm for revealing empty tiles, halting when encountering a bomb count/flag tile.
- Introduced a debug mode with a user-friendly toggle button, enabling players to visualize mine locations instantly.