

Alexander Chin

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Education

University of Washington

Sept 2023 - June 2027

BS in Computer Science

- GPA: 3.85/4.0
- **Coursework:** Linear Algebra, Foundations of Computing, Software Design and Implementation

Experience

Computer Science Teaching Assistant (CSE 122, 143X)

Dec 2023 – July 2024

Allen School

- Taught a group of computer science students twice weekly object oriented programming and introductory data structures and algorithms.
- Graded homework assignments, held office hours, worked shifts in the Introductory Programming Lab.
- Taught CSE 122, a class of 600+ students, and CSE 143X, a class of less than 20.
- Worked closely with the professor every week as the only section teacher of 143X to develop a cohesive teaching strategy tailored towards our students.

Software Engineer Intern

June 2023 – Sept 2023

Synthesis

- Developed an interactive, adaptable, superhuman digital tutor to teach mathematics.
- Designed the web interface behind Synthesis Tutor using React, rapidly iterated the UI based on real customer testing.
- Gave stand-ups, worked closely with education professionals and a team of developers to grow tutor from prototype to [functional product](#) [🔗](#).

Teen Tech Coordinator

Redmond, WA

Oregon Museum of Science and Industry

Jul 2022 – May 2023

- Volunteered in the "Teen Tech Lab" in a local museum to teach visitors the basics of digital design, coding, and 3d printing.

Projects

Face-Value

2024

- Developed an automated, customizable face rating system using a dual variational autoencoder (VAE) and feed-forward network system, driven by curiosity to explore personalized AI.
- Built a prediction model to determine individual attractiveness preferences by analyzing latent traits from user inputs and encoded facial data.
- Out of curiosity, implemented an experimental optimization algorithm for latent features to regenerate "ideal" faces based on individually-trained preferences.

Constellation Game

2022

- Built and shipped an indie game from scratch in Python called [Constellation](#) [🔗](#) over four months.
- Implemented multiple game-modes, including one with AI opponents based on custom look-ahead algorithms.
- Learned how to bundle and distribute my game to players all over the internet.

Selected Technical Skills

Languages: Java, Python, JavaScript, TypeScript

Technologies: SQLite, React, PyTorch, Node/NVM, Bash/ZSH, Express, Pandas, Selenium