JUSTIN CHEN

University of California at Berkeley

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WORK HISTORY

Roblox – San Mateo, CA **May 2021 – Present**

Software Engineer Intern – Search and Discovery Team

- Contributed to Roblox's game search and recommendation platform
- Built microservices in C# .NET architecture and interfaces to the signal platform system to facilitate data streaming and processing

Amazon – Seattle, WA **June 2020 – August 2020**

Software Development Engineer Intern – Supply Chain Optimization Team

- Built and automated a pipeline for direct fulfillment channel selection models: aggregating data, preprocessing (ETL), training, tuning, and deployment
- Worked with AWS services such as S3, Lambda, Sagemaker, Glue, EC2

Blue Yonder – Irving, TX **May 2019 – August 2019**

Data Science Intern

- Developed a data pipeline to aggregate, standardize, and integrate data from multiple sources, including real-time & historical shipment, carrier, tracking, and product data with live update capability
- Contributed to a model for predicting time of arrival for specific shipments using real-time AIS responses through various API responses
- Built/Deployed a continuously updating web-based specification for customer process models for customer use (end-to-end)

RESEARCH

Neural Radiance Fields (NeRF) **August 2020 – Present**

Computer Vision

- Working under Matthew Tancik (PhD candidate) in Dr. Ren Ng's lab at the University of California, Berkeley
- Studying the use of NeRF to synthesize photorealistic novel views of 3D objects and scenes

EDUCATION

Coppell High School - Coppell, TX **August 2014 - May 2018**

High School Diploma

University of California at Berkeley - Berkeley, CA **August 2018 - May 2022**

B.A. Computer Science, B.A. Statistics (Intended)

- GPA: 3.52
- Selected Coursework: Data Structures and Algorithms, Principles and Techniques of Data Science, Discrete Mathematics and Probability Theory, Linear Algebra, Probability and Random Processes, Introduction to Machine Learning, Computer Graphics, Data Engineering, Computer Security, Computer Architecture, Data and Decisions, Efficient Algorithms and Intractable Problems, Introduction to Artificial Intelligence

SKILLS AND INTERESTS

Programming Languages	Python, Java, C, SQL, C++, Go, C#, Javascript, Lisp, HTML, Assembly (RISC-V)
Libraries and Frameworks	NumPy, pandas, matplotlib, scikit-learn, PyTorch, Jupyter, React.js, .NET, Flask, Ray
Software, OS	Git, AWS, RESTful APIs, Unix/Linux, Machine Learning, Spark, MongoDB, Docker
Languages	English, Chinese, Spanish
Interests	Tennis, Poker, Basketball, Music, Travel, Photography/Videography, Fitness