

# Ken Chen

(647) 507-8176 | [ken.chen8176@gmail.com](mailto:ken.chen8176@gmail.com) | [linkedin.com/in/ken-chen2006](https://linkedin.com/in/ken-chen2006) | [github.com/KenC2006](https://github.com/KenC2006) | [kkenn.dev](https://kkenn.dev)

## EDUCATION

### University of Toronto

Bachelor of Applied Science, Computer Engineering + PEY Co-op

Toronto, ON

Sept. 2024 – Apr. 2028

## EXPERIENCE

### Software Developer

aUToronto

Sep. 2025 – Present

Toronto, ON

- Optimized quintic spline trajectory generation for a Level 4 autonomous vehicle using arc-length parameterization, computing 70k+ lane-change paths with curvature validation at sub-millisecond average latency
- Reduced nodemap pathfinding runtime by 70% using R-tree/STRtree spatial indexing, accelerating 33k intersection queries from  $O(n)$  full-polygon scans to  $O(\log n)$  bounding-box lookups
- Eliminated redundant geometry instantiation by caching boundary LineStrings and reusing trajectory buffers

### Software Engineer Intern

TD Bank

May 2025 – Aug. 2025

Toronto, ON

- Spearheaded the engineering of an internal-to-external asset mapping pipeline with database-backed tracking, accurately connecting 98% of 20,000+ asset pairings across relational and NoSQL stores
- Programmed a Python automation framework with multi-threaded processing and database connection pooling for security compliance and API status assessment across 100,000+ enterprise assets
- Deployed a network discovery crawler that identifies 99% of 5,000+ shadow assets utilizing ETL processing for database integration and ServiceNow asset ingestion

## PROJECTS

### Lattice - 3D Graphical Imaging System | C++, Unity, OpenCV, OpenGL

Sep. 2025

- Built a Unity-based 3D point cloud streaming framework with C++ and C# for mixed reality visualization
- Architected 3D geometric algorithms for point cloud reconstruction and calibration using pinhole transforms, k-d tree coordinate indexing, and convex hull alignment
- Designed a network rendering pipeline with custom GLSL shaders for high-performance real-time data streaming

### Stocker - Full-Stack Stock Trading Simulator | React, Node.js, Firebase

Jun. 2025 – Aug. 2025

- Constructed a trading simulator with low-latency API integration, trade execution, and user leaderboard updates
- Implemented live price streaming, client-side data caching, and automated portfolio rebalancing via cloud function
- Integrated account authentication, distributed API limiting, and batch transactions with concurrency control

### Spooky Spikes - 3D Obstacle Avoidance AI | Pytorch, Tensorflow, Keras

May 2025 – Jun. 2025

- Trained a DQN agent to play a reflex-based game by learning to jump and duck over obstacles with 99% accuracy
- Optimized model using 3-layer ELU network, target network synchronization, and adaptive epsilon exploration
- Programmed an AI decision dashboard and 3D rendering pipeline using 2D polygon projection with depth sorting

## AWARDS & CERTIFICATIONS

### Hack the North - Finalist Winner & YC Invitee | Hack the North

2025

- Won Best Overall and YC Unicorn Prize interview over 250+ teams at North America's largest hackathon
- Created Lattice, a 3D holographic point cloud projection system using Xbox Kinects and Microsoft HoloLens

### AWS Certified Cloud Practitioner | Amazon Web Services

2025

- Acquired foundational AWS cloud and architecture knowledge

### Governor General Academic Medal | Thornhill Secondary School

2024

- Awarded for achieving the highest academic average among the graduating class

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, JavaScript, SQL, TypeScript, Ruby, HTML/CSS, Kotlin

**Developer Tools:** Git, Docker, Kubernetes, Ansible, Postman, Firebase, AWS, Azure, GraphQL, MySQL, PostgreSQL, MongoDB, Linux, Unix, Jira, ServiceNow, SonarQube

**Frameworks & Libraries:** NumPy, Pandas, TensorFlow, PyTorch, FastAPI, Flask, Django, React, Angular, Node.js, Selenium, OpenCV, OpenGL