# Liopold Chen

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Portfolio: https://sites.google.com/view/liopold-chen/home

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## SUMMARY

Result-driven computer science student currently pursuing bachelor's degree in computer science at UCSD, with strong proficiency in C/C++, Python, Java, C#, etc. Bilingual in Mandarin and English, adept at utilizing tools like Github, VScode, and more for collaborative development. Passionate about software and game development, with background in Quality Control Inspection. I am eager to contribute technical expertise and creativity to a role that aligns with my diverse skill set and aligns with my passion for continuous learning and innovation.

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## EDUCATION

**University of California San Diego**
**Bachelor, Computer Science BS**                          Aug 2022 - Sep 2024
   ⬜ GPA: 3.3

**Rio Hondo College**
**Computer Science** AS                          Aug 2020 – June 2022
   ⬜ GPA: 4.0

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## WORK EXPERIENCE

**Front Edge Technology Inc. (KLA), Baldwin Park, California**          **Sep 2021 – Aug 2022**
*Quality Control Inspector (part-time)*                                 **Hours per Week: 24**
                                                                        **Salary: $16/hour**

Spearheaded enhanced battery testing procedures, optimizing workflow efficiency and reducing defect rates through a systematic approach.
Improved data accuracy and accessibility in battery performance tracking by designing advanced reporting structures in Microsoft Excel, which streamlined analysis and supported data-driven improvements.
Identified and eliminated defective units with rigorous quality assurance practices, significantly reducing product recalls and ensuring higher safety standards.

## PROJECTS

*Successorator Task Management App*
Team Project for Software Engineering Course

**Technologies Used**: Java, Kotlin, Gradle, XML, Android Studio, Database, Unit Testing, Mobile Software Development, Agile Methodologies, Model-View-Presenter, Object Mocking, Behavior-Driven Development.

**Description:** Collaborated with a team of six to develop a comprehensive task management app for Android, named Successorator. The app is designed to help users organize and manage daily, tomorrows, and future tasks effectively.

My role included designing and implementing the database schema, integrating task categorization and recurrence features, and ensuring smooth user experience through thoughtful UI/UX design.

Link: https://github.com/CSE-110-Winter-2024/project-team-31

***Monster Evolution Unity Game***
*Personal Project*

**Technologies Used:** Unity, C#

**Description:** Developed an in-progress game titled "Monster Evolution," inspired by the mechanics of vampire-survivor games. In this game, players control a character from a top-down view and face waves of enemies approaching from all directions

This project has provided me with valuable experience in game design, Unity development, and C# programming, as well as insights into player experience and game balance.

Link: https://github.com/Liopold35894/Unity-Game-Monster-Evolution

## VOLUNTEER EXPERIENCE

**Fa-Yi Chong-De, I-Kuan Tao Cultural Foundation, Baldwin Park, California     Aug 2013 – Aug 2021**
*Volunteer*
- Mentoring children in sutra classes and winter/summer camps, taught Chinese culture with an emphasis on imparting the values of filial piety, trust, integrity, manners, etc.
- Organizing community events for all ages, creating a better community for people.
- Collaborated with other mentors and volunteers to develop and implement engaging curriculum materials for classes and activities fostering an interactive learning environment.

### ACHIEVEMENTS
- Received the President's Volunteer Service Award in recognition of dedicated service and outstanding contributions to the community through volunteer efforts at Fa-Yi Chong-De, I-Kuan Tao Cultural Foundation.

## SKILLS & ACTIVITIES

- Computer Science, Programming, C/C++, Python, Java, C#, Assembly Language, HTML, CSS, JavaScript, Git
- Data Structure, Machine Learning, Algorithm, Operating System, Database, Object Oriented Programming, SQL, Kotlin
- Native Mandarin, Fluent English
- Model-View-Presenter, Object Mocking, Behavior-Driven Development, Unit Testing, Mobile Software Development, Agile Methodologies, Continuous integration
- GitHub, Microsoft Visual Studio Code, Android Studio, Microsoft Excel, Unity
- Problem Solving, Collaboration, Communication, Time management, Analysis, Active Learning, Observation, Planning