

# Nuo Chen

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## WORK EXPERIENCE

*Reference available upon request*

### KTH Royale Institute of Technology

**Jan. 2019 – Mar. 2019**

*Teaching assistant for the course ID1019 Programming 2*

*Stockholm, Sweden*

- As the teaching assistant, I helped the attending students with exercises with the goal to reinforce their learning and achieving the learning goals of the course. I also held seminars for a class of students together with my colleagues.
- ID1019 Programming 2 is about functional programming using Elixir.

### Questback Sweden AB

**May 2017 – Jan. 2018**

*Technical Support*

*Stockholm, Sweden*

- My responsibility was to provide technical assistance and help to the customers through email and phone.
- I also assisted my colleagues from other sectors with their paperwork.
- Questback provides online survey and feedback platform and services for enterprises

### Asami Sushi

**2013 - Present**

*Cashier and kitchen assistant*

*Stockholm, Sweden*

- My job was to process orders and payments from customers and assist the chef in the kitchen.
- Asami Sushi is a family restaurant that serves Japanese and Thai food.

## PROJECTS

### Hamil's Cube (Game, Android)

**Apr. 2020**

A puzzle-solving mobile game that combines Hamiltonian path problem with Rubik's cube mechanism.  
Currently available on Google Play Store.

### Mirrorception (Game, PC)

**Jun. 2018**

A demo of a puzzle platform game, that is about using mirrors to bypass obstacles and reach the goal.  
Available for download on Github

### CSRnet Web App (Deep learning, React, CSRnet)

**Nov. 2019**

A web application that pulls images from public web cameras in Nanyang Technological University, analyzes it using dilated convolutional neural network and returns the crowd density map of the image.

## EDUCATION

### KTH Royale Institute of Technology

**2017 – 2021**

*Master's degree in Computer Science with a major in Data Science (Not graduate yet)*

*Stockholm, Sweden*

*Bachelor's degree in Engineering*

- Studied abroad in Singapore during fall 2019 semester (Nanyang Technology University)
- GPA: 4.5 (updated: 2020-04-13)

## SKILLS & INTERESTS

- **Skills:** C, C++, C#, Java, Python, Elixir, parallel programming, operating systems, Linux, algorithms, data structures, complexity analysis, network security, hardware and software engineering, game design, Unity, Blender, vector graphic design, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, 3D-modelling, animation, machine learning, deep learning, probabilistic learning.
- **Interests:** Video games; data science; table-tennis; fantasize; gadgets; reading books; R&Bs, Dark Souls.