

Victor Chen

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EDUCATION

HOFSTRA UNIVERSITY – Hempstead, NY

Expected Time of Graduation: 2025

Degree In Progress: *Bachelor of Science in Computer Science & Cybersecurity*

Current GPA: 3.56

Relevant Coursework:

- Fundamentals of Computer Science
- Discrete Structures for Computer Science
- Introduction to Web Application Development
- Introduction to Mobile Device Programming
- Principles of Database Management
- Assembly-Language Programming

PROFESSIONAL EXPERIENCE

Tip-Top Brain – Astoria, NY

July 5th 2023– August 11th 2023

- Teacher Assistant
 - Assisted in management of students during class sessions
 - Supervision of student for orderly conduct and general activities
Ex: distribution of learning material & grading of student work
 - Assisted in creation of learning material
 - Served as a reference for basic STEM class geared towards children of grade range: 3-8

EXTRACURRICULAR EXPERIENCE

Benjamin N. Cardozo Highschool's "The Sentinels 5599"– Oakland Gardens, NY

September 2018 – May 2021

*Member of **The Sentinel's Programming Division** | 2018-2019*

- Underwent afterschool classes for programming language: Java
- Participated in FIRST Robotics competitions
 - "Gracious Professionalism" motto of FIRST - directly correlates with the ACM Code for professions in computing.
Simply put, I understand principles I should hold to in a computing profession: strive for high-quality work, appreciate the value of others and their work and respect for others be it fellow computer professionals or the general public that utilizes the service I may provide as a computer professional

*Co-Leader of the **The Sentinel's Programming Division** | 2020-2021*

- Taught afterschool classes for programming language: Java
 - Through Java, taught college-level programming "Object Oriented Programming" concept and programming libraries necessary for controlling a FIRST robot
- Participated in FIRST Robotics competitions
 - Participated more involved on the build team; programmed functionality into team robot (based on Object Oriented Programming and FIRST Application Programming Interface)

HONORS AND ACHIEVEMENTS

- Fall 2021 Dean's List at Hofstra University
- Fall 2022 Dean's List at Hofstra University
- Spring 2023 Dean's List at Hofstra University
- Fall 2023 Dean's List at Hofstra University
- Spring 2024 Dean's List at Hofstra University

Review My Achievements On: https://meritpages.com/Victor_C

ACADEMIC PROJECTS

HOFSTRA UNIVERSITY

- CSC190 Software Engineering
 - TASK: This course was designed to simulate a company assigning software development tasks. I and a group of my peers have chosen to develop a polling application.
 - GOAL: The main aim of this polling application was to deliver a functional polling application such that an individual would be able to host an online poll where other individuals may join and send information; such information was to be processed and presented in an organized fashion.
 - MY CONTRIBUTION: I participated mostly in the front end development of the polling application. To provide context, this polling application was agreed upon by my team to be a web application. In a brief manner, I was introduced to the team's standard development tools: React (JS), Vite, and MUI. I was then trained by a senior (to be exact, a more-experienced) team member to utilize aforementioned tools. Once my training was complete, I designed and occasionally collaborated to make core pages for my team's polling application.
 - CONCLUSION: Considering the overall lack of team experience on software development, realistic cuts occurred in terms of side features as to devote resources to the main functionality. From this experience, I have a grasp on work models such as the "waterfall" methodology and witnessed real-life scenarios in the software development process.
 - See my contributions to the project here: <https://github.com/thomas450two/Poll-Party>
- CSC 170 Principles of Database Management
 - TASK: Design & Develop a Database
 - GOAL: Utilizing the course mandatory development tools: postgresSQL engine, pgAdmin4 client, and psycopg API - design and create functionality for a small, simple database replicating a real life scenario that involves said database.
 - MY CONTRIBUTION: This project was solely done alone. Simulating a real work environment, I was introduced to a set of development tools to pick up. My training involved a hands-on approach from the professor of the course and general documentation read through. Afterwards, I designed a database for a pretend small store that sells boxes and bottles. I specifically designed tables to maintain a clean database regarding possible entities for a successful online store in terms of products and customers. I then developed software to make an order and register customers associated from those orders that would consequently update the database.
 - CONCLUSION: From my education with gratitude to my professor, I have an understanding of core concepts such as denormalization (useful in designing databases), sharding (scaling out vs scaling up for managing a decent uptime of databases) and general knowledge on interacting with a database (in terms of SQL through practical use of postgres SQL).

SKILLS

Fluent Language(s): English

Programming Language(s): Java, Python, C++, HTML, Javascript, CSS, MASM