LAWRENCE CHEN

https://github.com/ldcWV
(+1)609-865-4703 ◇ ldc2@andrew.cmu.edu

EDUCATION

Carnegie Mellon University *2019 - Present*
B.S. Candidate in Computer Science
3.95 Overall QPA, 4.00 Technical Class QPA
Relevant Coursework:

15-122: Principles of Imperative Computation	A
15-151: Mathematical Foundations for Computer Science	A
21-241: Matrices and Linear Transformations	A
21-269: Vector Analysis	A
15-251: Great Ideas in Theoretical Computer Science	A
15-150: Principles of Functional Programming	A
15-281: AI Representation and Problem Solving	A

Princeton University Dual Enrollment *2018 - 2019*

MAT 214: Numbers, Equations, and Proofs	A+
MAT 217: Honors Linear Algebra	A-

EXPERIENCE

MIT Battlecode AI Competition
Used Java to program bots to play army strategy games against other AIs. Each competition lasted one month. Two-time winner of the high school division. Also placed in 5th and 2nd overall in 2018 and 2019, respectively.

SegAN Neural Network Research *Under Prof. Sharon Huang of Lehigh University*
SegAN uses a segmentor network in conjunction with a critic network to highlight lesions on images of human skin. My modification gave the critic more information to better analyze output from the segmentor. Implemented in PyTorch.

International Collegiate Programming Contest
Qualified as a team member for CMU during the 2019-2020 school year. Placed 6th out of 90 teams at regionals and 12th out of 59 teams at the North America Championship. Qualified for the 2020 ICPC World Finals in Moscow (yet to happen).

AWARDS AND ACHIEVEMENTS

- Google Code Jam Round 3 Qualifier (top 65 of over 1500 professional programmers in the US)
- 5x AIME Qualifier
- USA Physics Olympiad: Honorable Mention
- USA Computing Olympiad: Platinum Division

SKILLS AND TECHNICAL STRENGTHS

Programming Languages	C, C++, Java, Python, SML
Algorithmic Knowledge	Segment trees, graphs, flows, dynamic programming, etc.
Software & Tools	MS Office, LaTeX