WINSTON CHEN

FIND ME AT:

Location: Seattle, WA
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SKILLS

Programming Language:
Python, JavaScript, Java, C, C++, BashScript, SystemVerilog, Ruby

Tools & Frameworks:
- Machine Learning: Scikit-learn, PyTorch, Keras
- Computer Vision: OpenCV
- Data Processing: Pandas, NumPy, Matplotlib, SciPy
- Version Control: Git
- Front-end Developments: React.js, React Native
- Data-base: Firebase, MySQL
- Hardwares: DE1-SoC, Raspberry Pi Zero

Soft Skills
Teaching, Researching, Public Speaking

Language
English & Mandarin

HONORS & AWARDS

Herschel Roman Scholarship
- July 2020 • University of Washington, Department of Genome Science

Lawrence & Lucille Frey Endowed Electrical & Computer Engineering Scholarship
- July 2020 • University of Washington, Department of Electrical & Computer Engineering

Google Cloud COVID-19 Hackathon Fund
- Sept 2020 • Hack'20 Hackthon

Mary Gates Research Scholarship
Mar 2021 - Mary Gates Endowment for Students

EDUCATION

UNIVERSITY OF WASHINGTON (UW) | SEATTLE, WA | *Class of 2022*

- Bachelor of Science in Electrical & Computer Engineering with Minor in Entrepreneurship
- GPA: 3.78

ACADEMIC EXPERIENCE

TA FOR FUNDAMENTALS OF ELECTRICAL ENGINEERING (EE 215)

UW ECE| 12/2020-3/2021

• Taught Basic circuit components, Mathematical models of systems, and fundamental circuit laws.
• Lead weekly review session, grade lab, and answering questions for 40+ students

RESEARCH ASSISTANT

UW Noble Research Lab| 7/2019-present

• Applied knockoff filter for statistical confidence estimation in Rankprop algorithm and Deep Neural Network (DNN).
• Implemented Rankprop and p-value estimation algorithms in NumPy and SciPy.
• Generated simulated knockoff features using DeepKnockoff, KnockoffGANM, and DDLK
• Trained multilayer perceptron with knockoff features in pytorch

VIRTUAL TECH CAMP INSTRUCTOR

iD Tech Camp| 6/2020-8/2020

• Taught Python Programming fundamentals, object-oriented programming, Machine Learning algorithms, and Python game development to groups of up to 5 high school students through week-long project-based summer courses.

STEM ASB FACILITATOR

UW Pipeline Project| 12/2018-4/2019

• Designed and taught a week-long engineering design course for 30+ alternative high students at Wapato, Washington.
• Lead daily lecture and facilitated group discussion and group design project.

INDUSTRY EXPERIENCE

PYTHON ENGINEERING INTERN

NVIDIA| 6/2021-present

• Part of the Clara Parabricks, a computing framework for genomics applications, team.
• Developed a log file parsing and analysis tool that generates insightful reports for hundreds of Parabricks software tools.
• Built and deployed a full stack web app that helps Parabricks developers visualizing the log file output from the tools that they are building.

SOFTWARE ENGINEERING LEAD

KiwiLink| 6/2020-present

• Lead a team of 10 software engineers building a cross platform mobile app.
• Developing app's front-end & back-end functionality using Node.js and React Native.
• Maintaining and managing database infrastructure using Firebase and GCP.
• Currently serving **800+ users** and have fostered **7,000+ connections.**

COMPUTER VISION ENGINEER

Advanced Robotics @UW| 4/2019-present

• Designed and implemented a computer vision system for robotics missiles that auto-adjust flying trajectory to hit the target on the air.
• Upgraded vision detector's neural net training system to PyTorch-lightning based.