

Anthony Chen

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Education

University of California, San Diego

La Jolla, CA
06/2024

- **Major:** B.S. Computer Science, GPA 3.9
- **Awards:** Regents Scholarship, Provost's Honor
- **CS Coursework:** Data Structures & Algorithms, Operating Systems, Networks, Databases
- **EE Coursework:** Digital Design, Computer Architecture, Signal Processing, Processor Architecture Design
- **ML Coursework:** Machine Learning, AI Search and Reasoning, Deep Learning

Experience

Horizon Med Innovation

Laguna Hills, CA
06/2023 – 09/2023

Software & Algorithms Intern

- Introduced filtering techniques to achieve 63% noise reduction from ECG signals
- Designed algorithm to identify R-wave peaks in arrhythmia ECG readings with 94% accuracy
- Accelerated Bluetooth client app performance by 9% through runtime optimizations
- Leveraged Knowledge in C#, .Net, Visual Studio, Android Studio, Java, Gradle, MATLAB, Digital Signal Processing, Bluetooth Low Energy Protocol

Southern California Edison

Pomona, CA
06/2022 – 09/2022

Data Analyst Intern

- Applied ML & NLP techniques to filter large datasets for relevant work orders
- Refined pipeline to identify key notification entries using TF-IDF for K-means classification
- Developed a cost budgeting program with 80% accuracy by training statistical models for time-series analysis
- Leveraged Knowledge in Python, SAS, PyTorch, TensorFlow, Natural Language Processing, Machine Learning, Big Data, ARIMA/SARIMAX/Holt-Winters forecasting

Delta Micro Tech

Lake Forest, CA
06/2019 – 08/2019

Software Intern

- Hand-picked over 2000 data points in training and testing datasets for facial recognition
- Consulted senior engineers to produce facial recognition software, reaching 83% accuracy
- Leveraged Knowledge in Neural Networks, Deep Learning, Feature Extraction, C++, Python

Projects

Expense Tracker - github.com/achen200/Team-Sleep-Deprived

- Directed group of 10 in web-app development by leading meetings, assigning roles, and partitioning tasks
- Automated linting, unit testing, and deployment, decreasing refactor/debug related pull requests by 33%
- Established testing standard, reducing bug-related meeting minutes by 40%
- Collaborated with subgroup of 3 to integrate full stack and maintain codebase & documentation
- Utilized: JavaScript, HTML/CSS, indexedDB, ESLint, Jest, Codacy, Figma, CI/CD, GitHub, Agile

Snake Game - github.com/achen200/SnakeGame

- Incorporated multithreading to manage memory & control game state, increasing average fps by 25%
- Created intuitive GUI and menu actions, boosting player retention by 65%
- Designed storage system to locally cache high-score and user preference
- Utilized: Java, Java Swing, Git

Skills

Software: (*proficient*): C++, C, Python, Java, Git, Unix (*familiar*): SQL, JavaScript, CSS/HTML, ARM, x86, Verilog, C#