Andrew Chin

331-444-6945 | andrew.chin1502@gmail.com | linkedin.com/in/andrewwychin | github.com/andrew-chin

Education

University of North Carolina at Chapel Hill
Bachelor of Science in Computer Science, Bachelor of Arts in History; GPA: 3.87 *Aug. 2021 – May. 2025*
Dean's List: Fall '21, Spring '22, Fall '22, Spring '23
Relevant Coursework: Data Structures & Algorithms, Discrete Math, Models of Language & Computation, System Fundamentals, Object-Oriented Programming, Computer Architecture, Linear Algebra

Experience

Software Engineering Intern
Walmart Global Tech *May 2023 - Aug. 2023*
- Developed full-stack mobile and web platforms to streamline the hiring process, introduced the ability for hiring managers to create large batches of job openings at a time, resulting in efficiency improving by 60%.
- Used React and React Native to construct a responsive and intuitive user interface for requisition generation used by Walmart to hire over 2 million employees annually.
- Set up automatic email notifications for hiring managers and candidates by creating a Java program that utilizes SMTP (Simple Mail Transfer Protocol), ensuring that hiring managers are up to date on their created requisitions

Software Engineering Intern
Eunoia Ventures *May. 2020 – Jan. 2021*
- Worked to develop the full-stack application for the World Computing Championships, an international competitive programming and problem-solving competition, allowing for intelligent in-application input analysis and easy setup of competition puzzles. This input analysis work allowed problem-setters to setup challenges 4x faster.
- Used React.js to build the frontend interface, Express for data routing purposes, and Firebase for database handling.
- The application has hosted over 500 participants across 8 iterations, and is widely regarded by participants as intuitive and easy to use.

Projects

CS + Social Good | *Python, React, Firebase, beautifulsoup* Mar. 2023
- Developed a full-stack application for the Human Kindness foundation that ensured that the foundations database of prisoners to distribute literature to was kept up to date
- Used React for the frontend, Firebase for the backend, and Python to create various scripts allowing data transfer within the application
- Utilized beautifulsoup in order to webscrape live information from relevant websites when requested

Chess Engine | *C++* Mar. 2023
- Developed a robust chess engine from scratch, using C++ to implement the core game logic, user interface, and artificial intelligence functionality.
- Used intricate bitboards and magic bitboards to efficiently represent both current states and possible states, greatly increasing performance
- Utilized minimax algorithms, alpha-beta pruning, and transposition tables in order to execute strong move-generation and real-time board evaluation

ContextStats | contextstats.herokuapp.com |*Python, Flask, HTML/CSS/JS, beautifulsoup* Jan. 2023
- Created a web app to show how stats taken out of context (in this case in the context of soccer) can display any player as the best in the world.
- Utilized Flask/Python for backend logic and routing and used HTML/CSS/JS to construct the interface of the site
- Also used beautifulsoup in order to webscrape stat aggregation site fbref.com, and used Chart.js to visualize data.

Tetrashell | *C* Mar. 2020
- Used C to create a custom shell that allows users to execute Tetris related commands on provided Tetris savefiles
- The shell allowed users to modify, rank, recover, switch, and visualize tetris save files, displaying data in an aesthetically pleasing manner

National Olympiad of Informatics | *C++* Mar. 2020
- Achieved an Honorable Mention in the 2020 edition of Singapore's national competitive programming competition
- Qualified through being top 5 in school-centric qualifications out of a cohort of over 100 participants

Technical Skills

Languages: Java, Python, C/C++, HTML/CSS, SQL, Rust
Frameworks: React.js, React Native, Flask, JUnit, Node.js, Spring Boot, Kafka
Libraries: pandas, NumPy, Matplotlib, beautifulsoup