Andy Chen

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Work Skills

- Teamwork and communication skills are key for working in a fast-paced environment such as a restaurant to ensure that orders are correctly fulfilled. I have taken units that are focused on group work where I participated in coding for data science projects and developing applications.
- Strong programming skills in languages
- Experience with software development methodologies such as Agile and Scrums
- Proficiency in software development tools such as Git, JIRA, and Jenkins
- Knowledge of web development technologies such as HTML, CSS, and JavaScript
- Understanding of database technologies such as SQL and MongoDB
- Ability to design and implement scalable and efficient software systems.
- Excellent problem-solving and analytical skills
- Strong communication and teamwork skills
- Knowledge of machine learning and artificial intelligence concepts and algorithms is a plus.
- Customer service: skilled in providing customer support.
- Time management- ability to prioritize and manage multiple tasks in fast-paced environment and meeting tight deadlines.

SOFTWARE SKILLS

- **Python**. Started learning Python in year 11 of high school. Helped develop chatbot, eCommerce site. Learnt pandas and matplotlib to analyse data.
- **Java**. Studied Java in my first year of university and individually developed a 2D game. As a team of 4, I helped develop a vending machine application and a money exchange application for assessment.
- **R**. Learnt during data science electives, able to analyse datasets and plot graphs.
- **C**. Not as proficient as other languages, able to use pointers and create and use subprocesses.
- **SQL**. Able to perform queries, and access and manipulate databases/schemas.
- **Agile/ Scrum Methodologies/XP**. Helped to develop money exchange application with agile and vending machine application using scrum. Focuses on programming concepts and principles in a team setting.
- **GitHub**. Familiar with commands to manage code and changes such as creating branches, pushing, pulling, and merging.
- **CI/CD Practices**. Practised regularly merging branches after completion of a feature. Used Jenkins to ensure that code pushed and merged to the main branch passed all test cases.
- **Data structures** such as Binary Tree, Heap and linked lists.
- **Algorithms** such as Dynamic Programming, Greedy and Divide & Conquer.
- **AI**. Introduction to AI course from Uni, studied search algorithms and classifiers. Built A* algorithm from scratch to unscramble messages. Built KNN and Naïve Bayes from scratch.

- **Backend Frameworks.** Have experience with Flask and Django to work with databases and logic.
- **JavaScript + CSS.** Basic knowledge gained when developing frontend for website and chatbot.

Work Experience

Maggie's Chinese Kitchen – Kellyville, NSW
<u>Waiter</u>

11/2021 – 12/2023

- Responsible for creating shifts roster, ensuring that shifts do not conflict with team members' schedules.
- Typing up the weekly payroll, checking that the staff's weekly hours are correct and emailing to the accountant for the creation of payslips.
- Delivering orders safely and taking payments by card and cash, handing the exact change when necessary.
- Packing orders and verifying that the order is fulfilled and ready for delivery or pick up.

- Picking up phone calls and answering any enquiries. Taking orders confidently for pickup and delivery orders, making sure that contact details and address are correct.
- Greeting and seating customers. Taking their order, making suggestions for dietary requirements when required.
- Working with the team and colleague to resolve any conflicts or complaints with customers.

Projects

2D Game in Java   **2021**
Developed a 2D game in Java by applying knowledge acquired through the semester. Encompassed various object-oriented practices such as abstract classes and interfaces. Scored 94% for the coding portion of this assignment.

Link: https://github.com/andy02chen/bomberman

Graph Traversal (DFS, BFS, A*, Greedy) from Scratch   **2023**
KNN and NB Classifiers from Scratch
Developed Graph Traversal algorithms and classifiers from scratch for an assignment. Graph traversal was used to decode a message using heuristics.

Chatbot for 3D Printer Technical Support (Capstone Project)   **Semester 2 2023**
The objective of this project is to create a tech support bot, that is trained using the companies database of technical support dialogue. Web app allowing users to communicate with bot.

eCommerce Website   **2023**
The project is to develop an eCommerce site capable of allowing users to browse products, add to shopping cart and take fake payments. It is also capable of securely storing login credentials and has multiple roles and permissions.

Link:

Education

High School

Kellyville High School   Graduated 2020

Achievements

1st place Software Design and Development, 1st place Information Processes and Technology

Bachelor of Computing

The University of Sydney   2021 – 2023

Achievements

Distinction in Algorithm Design (80), Introduction to AI (78), Object-Oriented Programming (84), Data Analytics: Learning from Data (75), Information Systems in the Internet Age (81)

High Distinction in Data and Information Management (87), Computing 3 Management (86), Capstone Computer Science Project (85), Informatics: Data and Computation (91)