XIAOHAN CHEN (KAY)

SOFTWARF FNGINFFR

EDUCATION

Graduated May 2016

University of Southern California (USC)

B.S. Computer Science and Computer Engineering

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xiaohankay

SKILLS

Programming Software/ lava Frameworks C/C++Ruby on Rails HTML/CSS Xcode Javascript Git/Github **jQuery** Eclipse Objective-C Visual Studio Swift Parse SOL Postgres Bootstrap **AWS** Materialize

Methods/Methodologies

Git version control UI/UX responsive design Model-View-Controller (MVC)

Platform

Verilog

Web iOS

MacOS

Windows 10

EXPERIENCE

Wheecar | Los Angeles, CA Software Engineer Intern

Frontend and backend Junior Web Developer using the Ruby on Rails framework with Heroku. Designed and implemented the company website's landing page and FAQ page in Bootstrap, CSS, and jQuery. Performed daily maintenance the website by periodically adding/editing frontend content. Collaborated in the testing and implementation of backend Postgres database.

Social Project LLC | Los Angeles, CA

Software Engineer Intern

Frontend Junior iOS Developer building with Objective-C and Parse. Implemented the profile creation view succeeding the user registration page. Created the Drinking Age Disclaimer window and synchronized users' responses to Parse database.

PROJECTS

Attractus Website | Individual

featured a front-end in Material Design and a technology stack including Postgres, AWS, and Google Maps API.

Close To Me Website | Individual

Designed and developed the Ruby on Rails web application that featured a front-end in Material Design and a technology stack including Snazzy Maps, ¡Query, and Google Places API.

Loop iOS App | Group of Four

Designed and implemented functions in the settings page for optimized database read/write times and engineered push notification code to connect iOS developer account to Parse.

Hanafuda Game | Group of Four

Developed the front-end code with Java Swing GUI and synchronized it with back-end client code.

Qt Search Engine | Group of Four

Programmed Qt GUI and string search algorithm in C++ that parsed through files to find the most relevant document.

Road Simulator | Individual

Implemented different AI algorithms for each car and utilized multithreading to individualize them.