

# XIAOHAN CHEN (KAY)

## SOFTWARE ENGINEER

Graduated  
May 2016

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kaysky.com



bluewolf



xiaohankay

### SKILLS

#### Programming

Java  
C/C++  
HTML/CSS  
Javascript  
jQuery  
Objective-C  
Swift  
SQL  
Bootstrap  
Materialize  
Verilog

#### Software/ Frameworks

Ruby on Rails  
Xcode  
Git/Github  
Eclipse  
Visual Studio  
Parse  
Postgres  
AWS

#### Methods/Methodologies

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

#### Platform

Web  
iOS  
MacOS  
Windows 10

### EDUCATION

**University of Southern California (USC)**  
B.S. Computer Science and Computer Engineering

### EXPERIENCE

**Wheecar** | July to December of 2015 (6 months)

#### 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** | May to December of 2014 (5 months)

#### 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 | Summer 2016

Designed and developed the complete Ruby on Rails web application with front-end of Material Design and backend-end of PostgreSQL, featuring a technology stack including Heroku, AWS S3, and Google Maps API.

**Close To Me Website** | Individual | Fall 2016

Designed and developed the complete Ruby on Rails web application with front-end of Material Design and backend-end of PostgreSQL, featuring a technology stack including Google Places API, Snazzy Maps, and Bootstrap.

**Loop iOS App** | Group | Spring 2016

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 | Spring 2015

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

**Qt Search Engine** | Group | Spring 2014

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

**Road Simulator** | Individual | Fall 2013

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