XIAOHAN CHEN (KAY)

SOFTWARE ENGINEER

Graduated
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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
Heroku

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 | May to December of 2015 (8 months)
Software Engineer
- Front-end and back-end 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.
- Collaborated in the testing and implementation of backend Postgres database.

Social Project LLC | May to December of 2014 (8 months)
Software Engineer Intern
- Front-end 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
- Created a TripAdvisor clone where users can search for their favorite national parks and leave reviews on them. Designed the front-end and back-end and everything in between, including a technology stack of Heroku, PostgreSQL, and Bootstrap.

Close To Me Website | Individual | Fall 2016
- Created a location-based attraction app where users can search for eight closest attractions in categories such as food and lodging. Designed the front-end and back-end and everything in between, including a technology stack of Google Places API, Heroku, and Materialize.

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.