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Education

University of Virginia School of Engineering and Applied Science (Current GPA: 3.872)	May 2020
<ul style="list-style-type: none">Computer Science and Psychology Double Major, Applied Mathematics Minor<i>Relevant Courses:</i> Intro to Cybersecurity, Machine Learning, Database Systems	
Thomas Jefferson High School for Science and Technology (Final GPA: 4.456)	Sep 2012 – Jun 2016

Technical Skills

Proficient: Java, Go, HTML, CSS/SCSS, Python, Unity, C#, Javascript, C++, C, Django, Soy Templates, Agile, Git
Novice: SQL, JIRA, Jenkins, x86 Assembly, Android Studio, Heroku

Work Experience

Yext	Jun 2019 – Aug 2019
Software Engineering Intern	
<ul style="list-style-type: none">Implemented processes to load client data into our platform so clients don't need to manually add thousands of entitiesCreated dashboard to display site views per employee based on Git contribution to track work over timeUpdated team family tree to help new employees learn about their coworkersSkills Used: Go, Git, HTML, CSS, Javascript, JIRA, Agile, SQL, Jenkins	
University of Virginia Department of Computer Science	Sep 2017 - Present
Head Lab Teaching Assistant for CS 2110: Software Development Methods	
<ul style="list-style-type: none">Create lectures for and redesign labs, hold office hours, assist professors in class, assist with exam and homework gradingSkills Used: Java	
Yext	Jun 2018 – Aug 2018
Software Engineering Intern	
<ul style="list-style-type: none">Fixed bugs and restructured components on client sites by their requestDeveloped and implemented automated unit testing on client site for pre-deployment verificationBuilt slack-extension to automatically create work items directly within slack thread for more efficient item creation.Skills Used: HTML, CSS, Go, Git, JIRA, Javascript, Agile, Jenkins	
Naval Surface Warfare Center Dahlgren Division	May 2017 – Aug 2017
Computer Science Intern	
<ul style="list-style-type: none">Programmed behaviors of component systems and environmental entities for simulation to test new laser weapons systemSkills Used: C#, Unity, Agile	

Projects

Traffic Predictor Model	Jan 2019 – May 2019
<ul style="list-style-type: none">Trained machine learning model to predict a road's average daily traffic based on road conditions, length, and other data.Skills Used: Python, Machine Learning, Scikit-Learn, Jupyter Notebook	
Textbook Marketplace	Aug 2018 – Dec 2018
Team Scrum Master	
<ul style="list-style-type: none">Web application for students to buy and sell used textbooks. Built searching and filtering functionalityAssigned weekly work for team and lead standup meetingsSkills Used: Django, Heroku, HTML, CSS. Link: http://textbook-finder.herokuapp.com/	
Various Games (Kin, Dusk Patrol, Bard's Tale)	Sep 2016 – May 2019
Senior Programmer	
<ul style="list-style-type: none">Designed and implemented game systems including enemy movements, spell casting, and time travel.Skills Used: Unity, C#. Link: https://kennychen-personalsite.herokuapp.com/projects/SGDGames	

Extracurricular Activities

<ul style="list-style-type: none">Virginia Wushu Club: President	Sep 2016 - Present
Learn and teach others Chinese martial arts by leading practices and helping choreograph performances.	
<ul style="list-style-type: none">Student Game Developers: Senior Programmer (Fall 2016 – present)	Sep 2016 – May 2019
Programmed behaviors for NPCs and enemies and implemented general features in games.	
<ul style="list-style-type: none">HackUVA: Participant	
Worked on projects including Face Normalizer to reduce bias and Simplisci to make scientific papers easier to read. Links to projects: https://kennychen-personalsite.herokuapp.com/projects/hoo hacks	