

Permanent Address:

951 Preserve Ct.
Great Falls, VA 22066

Kenneth Chen

kchen.mail@icloud.com

571-267-1911

<https://bobbyrune94.github.io>

Education

University of Virginia School of Engineering and Applied Science (Final GPA: 3.872) Aug 2016 – May 2020

- Computer Science and Psychology Double Major
- *Relevant Courses:* Intro to Cybersecurity, Machine Learning, Database Systems, Cloud Computing

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, Angular, Django, Soy Templates, Agile, Git

Novice: SQL, JIRA, Jenkins, x86 Assembly, Android Studio, Heroku

Work Experience

Yext Jun 2019 – Aug 2019

Software Engineering Intern

- Implemented processes to load client data into our platform so clients don't need to manually add thousands of entities
- Created dashboard to display site views per employee based on Git contribution to track work over time
- Updated team family tree to help new employees learn about their coworkers
- Skills Used: **Go, Git, HTML, CSS, Javascript, JIRA, Agile, SQL, Jenkins**

University of Virginia Department of Computer Science Sep 2017 – May 2020

Head Lab Teaching Assistant for CS 2110: Software Development Methods

- Create lectures for and redesign labs, hold office hours, assist professors in class, assist with exam and homework grading
- Skills Used: **Java**

Yext Jun 2018 – Aug 2018

Software Engineering Intern

- Fixed bugs and restructured components on client sites by their request
- Developed and implemented automated unit testing on client site for pre-deployment verification
- Built 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

- Programmed behaviors of component systems and environmental entities for simulation to test new laser weapons system
- Skills Used: **C#, Unity, Agile**

Projects

CS 2110 Homework Grading System Aug 2019 – May 2020

- Web Application to replace outdated current system. Built and styled front-end pages and created dynamic rubrics
- Skills Used: **Angular, HTML, CSS, Javascript**

Textbook Marketplace Jan 2019 – May 2019

Team Scrum Master

- Web application for students to buy and sell used textbooks. Built searching and filtering functionality
- Assigned weekly work for team and lead standup meetings
- Skills Used: **Django, Heroku, HTML, CSS**. Link: <http://textbook-finder.herokuapp.com/>

Various Games (Kin, Dusk Patrol, Bard's Tale) Aug 2016 – May 2019

Senior Programmer

- Designed and implemented game systems including enemy movements, spell casting, and time travel.
- Skills Used: **Unity, C#**. Link: <https://bobbyrune94.github.io/projects/sgd>

Extracurricular Activities

• **Virginia Wushu Club:** President Sep 2016 – May 2020

Learn and teach others Chinese martial arts by leading practices and helping choreograph performances.

• **Student Game Developers:** Senior Programmer (Fall 2016 – Spring 2019) Sep 2016 – May 2019

Programmed behaviors for NPCs and enemies and implemented general features in games.

• **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>