

Kenneth Chen

kchen.mail@icloud.com

<https://bobbyrune94.github.io>

Education

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- 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, Rust, 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

- Amazon Web Services** July 2020 – Present
Software Development Engineer
- Updated existing data delivery system by migrating to step functions
 - Building new system to expand data delivery capabilities and reduce external vendor dependencies
 - Periodic on-call shifts to respond quickly to, investigate, and mitigate system failures.
 - Skills Used: **Java, Rust, Git, AWS Lambda, AWS Step Functions, AWS Cloud Formation**
- 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 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**
- 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

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- 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>