School Address: **Kenneth Chen**   Permanent Address:

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Charlottesville, VA 22903   571-267-1911   Great Falls, VA 22066

Education

University of Virginia School of Engineering and Applied Science (Current GPA: 3.899)   Class of 2020

Computer Science and Psychology Double Major, Applied Mathematics Minor

Relevant Courses: Intro to Cybersecurity, Machine Learning, Database Systems

Thomas Jefferson High School for Science and Technology (Final GPA: 4.456)   2012-2016

Technical Skills

Programming: Java, Python, C, C++, C#, Android, HTML, JavaScript, x86 Assembly, Go, Django, Agile Method

Software: Windows, Microsoft Office, Eclipse, Android Studio, Mathematica, Unity, Atom, Heroku, Git

Work Experience

University of Virginia Department of Computer Science   Sept. 2017 - Present

Head Lab Teaching Assistant for CS 2110: Software Development Methods

- Help students understand lecture material and solve homework or lab assignments. Supervise lab section, and assist with exam and homework grading. As Head Lab TA, create slides and explain topics during lab, act as primary point of contact for students, enter student lab grades, setup communication with other teaching assistants. Skills Used: **Java**

Yext Tysons Corner   Summer 2019

Software Engineering Intern

- Implemented processes to load client data into our platform, created dashboard to display site views per employee based on Git contribution, updated team family tree. Skills Used: **HTML, CSS, Javascript, Go, Git, JIRA, Agile, SQL**

Yext Tysons Corner   Summer 2018

Software Engineering Intern

- Fixed bugs on and built multiple client location sites based, developed and implemented automated unit testing on client site for pre-deployment verification, built slack-extension to create work items efficiently. Skills Used: **HTML, CSS, Javascript, Go, Git, JIRA, Agile**

Naval Surface Warfare Center Dahlgren Division   Summer 2017

Computer Science Intern

- Contribute to building a simulation to test a new laser weapons system. Program in behaviors of different laser systems and environmental entities. Skills Used: **C#, Unity, Agile**

Projects

Yext Page Views Dashboard   Summer 2019

- Dashboard to display page views per employee based on their Git contributions. Also showed breakdowns of contributions and views over time. Gathered data from GitHub API and SQL database with **Go** and created dashboard using **Klipfolio**.

Textbook Marketplace   Fall Semester 2018

Team Scrum Master

- Web application for students to buy and sell used textbooks using **Django** framework. Worked on searching and filtering and **Heroku** deployment. As scrum master, assigned weekly sprint work. Link: http://textbook-finder.herokuapp.com/

Yext Slackbot Extension   Summer 2018

- Created extension to existing slackbot that adds a command to create and link JIRA items within a Slack discussion thread using **Go**. Used Github libraries to integrate with Slack and JIRA APIs.

Various Student Game Developer Projects (Kin, Dusk Patrol, Bard's Tale)   Fall 2016 - Present

Senior Programmer

- Used **Unity** to design and create many game systems. Link: https://kennychen-personalsite.herokuapp.com/projects/SGDGames

Extracurricular Activities

- **Student Game Developers:** Senior Programmer (Fall 2016 – present)
  Programmed behaviors for NPCs and enemies and implemented general features in games.
- **HackUVA:** Participant
  Links to projects: https://kennychen-personalsite.herokuapp.com/projects/hoohacks
- **Virginia Wushu Club:** President (Fall 2016 – present)
  Learn and teach others Chinese martial arts by leading practices and helping to choreograph performances.