Calvin Chen

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EDUCATION

University of California, Davis   Graduating June 2024
Bachelor of Science in Computer Science | Minor in Technology Management   GPA: 3.68
Extracurricular Activities: CodeLab, Davis Undergraduate Engineering Network, Google Developer Student Club, Theta Tau
Relevant Coursework: Algorithm Design & Analysis, Computer Architecture, Data Structures, Object-Oriented Programming, Operating Systems, Web Programming

EXPERIENCE

IBM / Technical Support Intern - San Jose, CA   Jun 2023 - Present
- Providing customer support for IBM's Data and AI software products: InfoSphere Information Server and DataStage
- Addressing diverse issues across multi-billion dollar industries, assisting with the contribution of over $600 million in revenue for IBM Software Group
- Triage database connector issues with Oracle and Db2 on Windows and Linux OS

Grata / iOS Developer - Davis, CA   Jan 2023 - Jun 2023
- Built Grata's iOS Technician Application using SwiftUI, empowering property managers to assign and control locks, handle parking permits, and communicate with tenants about work requests
- Collaborated with a cross-functional team of 6 skilled developers, leveraging expertise in Jira Scrum Boards, and Xcode to create an elegant and responsive app within an ambitious 6-month timeframe

Intel Corporation / Software Engineer Intern - Hillsboro, Oregon   Jun 2022 - Dec 2022
- Developed a .NET desktop application using C# to analyze approximately 1.2 million data points from a reflow simulator, saving up to $10,000 per lab test by identifying areas of weakness in PCB boards for Intel's Wi-Fi 6 Products
- Showcased the project's potential to save 420 hours through automation, reducing a 5-week long process by 50%, at a manufacturing engineering forum attended by over 20 engineers
- Composed 40+ pages of code documentation and development standards to facilitate a seamless transition for future software developers within the Wireless Platform Manufacturing Group

Noteable / Software Developer - Davis, CA   Oct 2022 - Dec 2022
- Integrated Noteable as a Slack application with a team of 7, consisting of developers, designers, and product manager, as part of CodeLab's Noteable Industry Team using TypeScript, Noteable API, and Slack Bolt JavaScript API
- Implemented an automatic notification system in Slack by connecting MagicBell API services to the integration to enhance user workflow insights

PairAnything / Software Engineer Intern - Remote   Mar 2022 - Jun 2022
- Developed and launched a taste profiler feature for an existing web app using React.js, Sass, and PairAnything API to collect user preference data, enabling accurate wine and food pairings, and boosting web orders by 31%
- Contributed to product development timeline by attending monthly sync-up meetings with the CEO and CTO
- Collaborated with 8 engineers and designers using agile methodology to deliver working software in weekly sprints while also facilitating the training, onboarding, and upskilling of 2 software engineer interns

PROJECTS

User-level Thread Library   Jan 2023 - Feb 2023
- Implemented a user-level thread library in C with concurrency and synchronization capabilities
- Created a queue data structure to schedule and deschedule threads in the library
- Utilized round-robin preemptive scheduling to manage the threads and prevent thread starvation

Choose the Best TikTok   Apr 2022 - Jun 2022
- Built a full-stack web app with HTML, CSS, and JavaScript, allowing 300+ users to upload and compete in a TikTok video competition
- Implemented PageRank algorithm with SQLite to rank and determine the most popular video
- Developed a robust backend using Node.js, Express.js, and SQLite to handle storage and retrieval of 1000+ videos with AJAX requests and JSON objects

SKILLS

Programming Languages: C/C++, C#, HTML/CSS, JavaScript, Java, Python, TypeScript, XAML, Swift
Libraries & Frameworks: Bootstrap, React.js, Node.js, Express.js, SQL/SQLite, MongoDB, .NET Framework, WPF, SwiftUI
Tools: Figma, Jira, Confluence, Visual Studio, WSL, UNIX/Linux, Git, Xcode