Daniel Chen

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Available: May 2019 – December 2019

Education

Northeastern University, Boston, MA   Sep. 2016 - Present
College of Computer and Information Science
Candidate for a Bachelor of Science in Computer Science with a Minor in Entrepreneurship   Expected May 2020
Related Courses: Software Development, Web Development, Database Design, Computer Systems,
                     Object-Oriented Design, Algorithms & Data Structures, Embedded Design Enabling Robotics
Activities/Honors: NU ACM, NU Hacks, Intramural Soccer, International Scholar Scholarship

Carleton University, Ottawa, ON, Canada   Sep. 2015 - Apr. 2016
School of Computer Science
Related Courses: Linear Algebra I & II, Introduction to Computer Science, Introduction to Statistical Analysis
Honors: Dean's List, International Scholar Scholarship

Technologies

Languages: JavaScript, Java, C++, Python, Elixir, Racket, C, HTML, CSS, MIPS, x86 Assembly
Frameworks: Express, Flask, React, Angular, Bottle, Phoenix, Bootstrap, Spring Boot
Databases: PostgreSQL, MySQL, SQLite, MongoDB

Work Experience

Circle Internet Financial, Boston
Full-Stack Software Developer Co-op   May 2018 - Dec. 2018
- Worked closely with the consumer web and API teams to build and deploy new features, improve third party service integration, find and fix bugs, patch security concerns, and update/optimize legacy code in React.js, AngularJS, Node.js, and Java for all our current consumer products (Circle Pay, Circle Invest, USDC)
- Parallelized our entire API test suite, reducing build times from over an hour to around 30 minutes
- Optimized code by combining excessive requests to improve the performance of servers by 66% during monthly cron tasks that intelligently sent emails to our users with all of their recent transaction information
- Contributed to the platform and web app for the grooming and launch of USDC, a fiat-backed stablecoin
- Went on-call to respond to and fix emergency concerns in our consumer product stack

First Code Academy, Hong Kong
STEM Course Instructor Intern   May 2016 - Aug. 2016
- Taught and designed curriculum in Java, Python, Unity, and other more accessible tools for classes of up to 8 children ranging from age 7 to 18 (MIT AppInventor 2, MCreator, and Scratch)

Projects

Divvi, BostonHacks   Nov. 2018
- Developed an app that allows users to add balances and create groups, then easily split a bill amongst members of a group with a photo of the receipt
- Architected our entire user authentication and session management system in Express.js and React
- Helped build out an optimized Optical Character Recognition engine to pull relevant information from a bill

Cap.py, HackBeanpot - *Winner*   Feb. 2018
- Engineered a web app with Flask that generates social media caption suggestions given a photo
- Designed and built the flow of our app and implemented live scraping of sites for caption suggestions

ARgot, WellesleyHacks - *Winner*   Nov. 2017
- Built an iOS augmented reality app which recognized selected objects in the environment, then provided translations, sample phrases/sentences, and generated audio recordings in the second language

Icebox.me, HackUMass   Oct. 2016
- Developed a web app using Bottle which recommends recipes based on given ingredients
- Scripted a Python program to recursively scrape an entire recipe site into a local SQLite database

Interests

Photography, videography, education, marketing, basketball, cryptocurrencies, AI, and dance