Aaron Chen   achen-website.herokuapp.com   chenaaron3@gmail.com

(408)-455-7370   12316 Scully Ave. Saratoga, CA 95070

EDUCATION

University of California, Irvine   Student Standing: Junior
Majoring in Computer Science   Graduation Year: June 2021
GPA: 3.974

TECHNICAL SKILLS

Programming Languages: C++, C#, Java, Python, HTML, CSS, JavaScript, x86 Assembly
Concepts: Machine Learning(Reinforcement Learning, Neuroevolution), App/Game/Web Development
Software: Unity, Android Studio, Visual Studio, Eclipse, Sublime Text, Webstorm

---

EXPERIENCE

My Learning Square / Java Instructor | Cupertino, CA   June 2018 - July 2018
- Taught middle and high school students the basics of **Java** programming language.
- Assembled a **curriculum** and conducted two hour **lectures** twice a week for six weeks.
- **Communicated** one-on-one with students to help debug or clarify programming concepts.

Green Apples Education / Java Instructor | Cupertino, CA   July 2019 - August 2019
- Taught high school students advanced **Java** concepts including **data structures** and sorting **algorithms**.
- Followed a **curriculum** and conducted four hour **lectures** five times a week for three weeks.

PROJECTS

Cart Pole Balancing Simulation / AI Self Study   December 2018-March 2018
- Used **Unity** to visualize and **train** a **Deep Q Learning** model to balance an inverted pendulum on a cart.
- Conducted **individual research** about the topic and read online research papers to create the model.
- Wrote a custom **Matrix** class to build a **Neural Network** engine from scratch.

Circuit / Full Stack Developer   November 2018-December 2018
- Created a 2D **puzzle game** using **Unity** Game Engine and C#.
- Introduces programming concepts including control structures and functions.
- Personally created the **mechanics**, level design, art, and sound effects for the game.

ReclaimEarth / Front End Developer   April 2019
- Developed the **front end** portion of a crowdsourcing website designed to clean up trash.
- Worked in a team of 3 using **HTML**, **CSS**, and **Javascript**.
- Used Google's **Firestore** and **Maps** API in the back-end and

BillSplit / Back End Developer   April 2019
- Created a mobile **Android** app to split a bill amongst a large party simply by scanning a receipt.
- Used **Taggun OCR** to extract prices from a receipt.
- Used **Twilio** to send a person their portion of the bill via text messaging.

ACTIVITIES

App Development Club / Programmer/Developer | Irvine, CA   March 2019 - June 2019
- Developed an **Augmented Reality** Card Game in a team of 4 using **ARCore** and **Unity** game engine.
- Presented final project **demo** to share what we learned and give advice.