

Aaron Chen

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EDUCATION

University of California, Irvine
Majoring in Computer Science
GPA: 3.974

Student Standing: Junior
Graduation Year: June 2021

Coursework: Python and C++ Programming, Software Engineering, Linear Algebra, Statistics, Discrete Math, and Data Structure and Algorithms

TECHNICAL SKILLS

Programming Languages: C++, C#, Java, Python, HTML, CSS, JavaScript, x86 Assembly, MySQL

Concepts: Machine Learning(Reinforcement Learning, Neuroevolution), App/Game/Web Development

Software: Unity, Android Studio, Visual Studio, 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.
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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** 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 party's bill 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.
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ACTIVITIES

App Development Club / Programmer/Developer | Irvine, CA March 2019 - June 2019

- Developed an **Augmented Reality** Card Game using **ARCore** and **Unity** game engine.
- Presented final project **demo** to share what we learned and give advice.