

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 currently enrolled in Data Structure Implementation and Analysis

SKILLS

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

Concepts: Machine Learning, Reinforcement Learning, Neuroevolution, App/Game/Web Dev.

Soft Skills: Self-Motivated, Problem Solving, Hard Working, Communication, Teamwork

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 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

- Trained a **Deep Q Learning** model in C# 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.

Personal Website / Full Stack Web Developer September 2019

- Created an animated web portfolio in javascript to showcase my projects and skills.
- Used **React** to create a dynamic web page and **Express** to support Sendgrid email sending.
- Followed **Object Oriented Programming** by creating custom React components.

Hashset Visualizer/ Unity Developer October 2019

- Developed a **visual** model in C# to demonstrate how a hashset **data structure** stores its data.
- Helps understand what load factor is and how nodes are added and deleted.
- Supports both chaining and linear probing as **collision** resolution.

BillSplit / Back End App Developer April 2019

- Created a mobile **Android** app in Java to split a party's bill by scanning a receipt.
 - Worked in a team of 4 at HackSC 2019.
 - 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 in a team of 4.
- Used **ARCore** and **Unity** game engine.
- Presented final project **demo** to share what we learned and give advice.