

Minxing Chen

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EDUCATION

University of California, Berkeley

Present

- Currently enrolled as a freshman, CS and Business Major intended
- Completed the High school education in an international school in China(AP Qualification)

QUALIFICATIONS

- Writing codes fluently in Python3 and Java.
- Capable of writing codes in Python, Java, C, Html, scheme, SQL and solidity.
- Have good cooperative habits and skills: Using Github, writing comments and doing unit tests, encapsulation...etc.
- Familiar with the popular 3rd party frameworks and APIs, quick learners of new frameworks and programming languages.
- Fluent in using various debugging and testing tools.
- Advanced computer using skills: Capable to developing in Windows, Linux, Unix based system(MacOS); capable to using command lines, shells, git, ssh, virtual machine, simulators, proxy tools(socks5) and IDEs etc.
- Fluent in analyzing, implementing and applying various basic data structures and algorithms: Sets, Lists, Maps, Queue, PriorityQueue, BST, RedBlackTree, 2-3 Tree, Graph, heap, DFS/BFS, Dijkstra algorithm, A* algorithm, quick sort etc.
- Knowing the principle and some implementing details of Blockchain based applications, are willing to learn new knowledge in this area.
- Fluent in English, Mandarin and are able to communicate in French
- Familiar with using Adobe Premiere Pro, Adobe After effects, Adobe Audition and Final Cut Pro X
- Developed several websites: <http://2015.igem.org/Team:Hangzhou-H14Z> , <http://ap.h14z.com/igem/index.html>
- Communicates effectively and patiently.
- Arrives on time and is prepared
- Familiar with a diversity of cultural settings
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Extracurricular activities & Community service

AeroVillage

I am building a E-commerce platform in middle Africa(République gabonaise) with my friends. In our team, I am responsible for making the App and designing the front-end part of web page.

2018 - 2019

QISG

I am currently building a quantitative investing strategies generator that is based on PyTorch framework.

Check the demo at <https://github.com/chenmx00/QISG>

2018 - 2019

2D TPS Maze Game

I built a 2D TPS game from the scratch, the game has its unique maze generating algorithm and it's completely pseudorandom.

Check it out at <https://github.com/chenmx00/2D-Tps-Game>

2018

Hackathon

I went to the first teen's hackathon in China in the summer of 2017 and our groups was trying to build a smart trash bin.

I also went to the one of the largest Hackathon in California, CalHacks, and our project is a smart dictionary that can help second language learners.

2018

Project"Anti-lock Annunciator"

I developed an annunciator system to prevent children from being locked in cars in dangerous conditions; I published a paper to promote its usage in my community. I built the system based on 51 MCU with infrared sensors, acceleration sensors and a GSM module. I wrote code in C.

2014 - 2015

3D-printers Club

My friend and I built three open-source 3D printers in school for other students and stuff's use. We also sold printed models and donated the money we raised.

2014 -2016

GirlsWhoCode(GWC)

I taught Data Structure and Sort Algorithm of Java to 50 junior female students and helped them develop Android apps to solve realistic issues during summer.

2015 - 2016

Joketown Organization

Joketown is a non-profit online forum providing free and direct information and application tips for U.S. Universities. I worked as an information editor.

2014 - 2016

Built a controllable rocket

My friend and I built a controllable solid-fuel rocket, which is expected to reach 8000 meters. I specialized in programming controlling system and fuel system.

2015 - 2016

RESEARCH EXPERIENCE

2015 iGEM Competition

As a co-leader, I controlled the whole arrangements of the team; took charge of the entire programming work, and designed two websites about synthetic biology.

Undergraduate research apprentice program(URAP) at UC Berkeley

In the spring semester of 2018, I participated a research project of early Chinese immigrants in 19th, 20th century's California with the professor Christopher Branson Lowman at UC Berkeley. This project uses a combination of documents, oral history, genetic evidence, datas and archaeology to look at networks of trade and shared cultural practices between a late nineteenth-century Chinese community at Stanford, California, and Chinatowns in San Francisco, San Jose, and beyond. In this project, besides using my mother tongue - Chinese to translate first-hand documents, I also helped organizing and analyzing datas by using Python and Pandas.

JOB EXPERIENCE

Programmer & Research Assistant

2016(Summer)

Zhejiang University, Hangzhou, China

I joined a civil engineering research team at Zhejiang University, and I helped graduate students write program to run their math models.

Researcher of Synthetic Biology

Hangzhou No.14 high school Biology Lab

2015(Summer)

For attending iGEM competition, I worked in school's Biology's lab doing research and experiment, reading papers and writing codes. Specific details about our team's project is on: <http://2015.igem.org/Team:Hangzhou-H14Z>

REFERENCES AVAILABLE UPON REQUEST