

Xiangwei (David) Chen

<https://www.chinatiger99.github.io>

US Citizen

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EDUCATION

• University of Texas at Austin

Austin, TX

BS in Computer Science (Turing Scholars Program); GPA: 3.77

Aug. 2017 – Dec. 2020

Coursework: Data Structures and Algorithms (H), Computer Architecture/Operating Systems (H), Artificial Intelligence (H), Modern Web Applications, Computer Networks, Algorithms (TA)

EXPERIENCE

• Yext

New York, NY

Software Engineering Intern

May 2020 – Aug. 2020

- **Customizable Sections:** Developed a feature that allows businesses to fully customize sections and fields for their business objects
- **Integration:** Replaced legacy presentation systems with newly built Java systems in downstream applications
- **Testing:** Wrote unit tests utilizing Mockito to ensure correct functionality of new features and integrations
- **UI/UX:** Built an interactive React front-end with rich functionality to product specifications and requests

• Toyota Connected

Dallas, TX

Software Engineering Intern

May 2019 – Aug. 2019

- **Updating Trip Simulator:** Developed and improved the Elixir back-end and worked with the Phoenix Framework/Mapbox to improve the front-end and UI/UX experience for users of the internal tool
- **Safe Database Access:** Created a full-stack internal web app in ReactJS that implemented the Material-UI framework to allow safer and easier changes to development/production databases using GraphQL

• UT Austin Robotics Department

Austin, TX

Undergraduate Researcher/Lab Mentor

Jan. 2018 – Dec. 2019

- **Toyota Research Institute Challenge:** Competed against graduate students at MIT, Stanford, and other top schools in Toyota's Robotics challenge involving LEGO Blocks and other household objects
- **Robot Says Hello:** Autonomously had UT's Building Wide Intelligence Robots wander around and collect data on what students want robots to do
- **Lab Mentor:** Lead and assisted with class projects for freshmen and sophomore undergraduates

PROJECTS

• Web Crawler and Search Engine

Nov. 2017 – Dec. 2017

- Implemented a web crawler and search engine in Java
- Developed an web index using an inverted index, storing data from each unique URL
- Enabled query processing utilizing Dijkstra's shunting yard algorithm, allowing for logical operations and precedence

• Tetris

Oct. 2017

- Implemented the classic game of Tetris in Java, including rotations and wallkicks
- Wrote a genetic algorithm that finds an optimal scoring pattern to play the game and developed a testing framework using unit tests and integration tests

SKILLS

- **Proficient:** Java, React JS, HTML/CSS, Python, C/C++, SQL, ROS, Git, Linux
- **Familiar:** Elixir, Phoenix, Ember, Soy, Bazel, GraphQL, Go, Rust, Docker, Javascript, Clingo, TeamCity

EXTRACURRICULAR ACTIVITIES

- **UT Competitive Programming:** Participated in the biweekly competitive programming contests
- **Information and Systems Security Society:** Participated in the biweekly capture the flags (CTFs)
- **Clubs:** Association of Computing Machinery, Machine Learning and Data Science, Turing Scholars Student Association, Robocup@Home, Hack Texas/Freetail Hackers
- **JPMorgan Chase Code for Good 2019:** Created a visualizer for United Way San Antonio to better view charitable fund distribution