Stephen X. Chen

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bitbucket/StephenChenCSE219   github/cxyStephen

Education

Stony Brook University   Fall 2016 - expected Spring 2020
College of Engineering & Applied Sciences
BS - Computer Science, Applied Math and Statistics
GPA: 3.44 (Overall)   3.44 (CSE)   3.40 (AMS)
University Scholar
Relevant Coursework: Data Structures, Software Design, Linear Algebra
Theory of Computation, System Fundamentals, Finite Structures

Syosset High School — *GPA: 96.5/100*   2012 - 2016

Projects

Metro Map Maker — JavaFX/JSON/XML
Java app for constructing a graphical representation of a city metro system.

WebTree — JavaFX/WebEngine
Click-to-add HTML and CSS editor written in Java.

PlatformerFX — JavaFX
Basic multiplayer platformer game engine written from scratch.

MIPS2048 — MIPS
Variable size 2048 game recreated in MIPS, visualized using MMIO.

FIRST Robotics Team 123 (*head programmer*) — RobotC/Android
Programmed robots for the autonomous and user-controlled sections of the 2015
and 2016 competition seasons using two phones connected through wifi direct.

Experience

Undergraduate Teaching Assistant   Spring 2018
CSE 219 — Computer science III (Software Design)

Sitan Tai Chi and Martial Arts — *webmaster*   2014-2016
Designed, maintained, and updated the company website.

New Energy Education Center — *tutor/teaching assistant*   2013-2015
Assisted with school and Olympiad-level mathematics classes ranging
from Algebra I to Precalculus. Wrote course notes, created and graded
assignments, and tutored middle and high school students one-on-one.

Languages and Skills

English (native), Mandarin Chinese (conversational)
Proficient: Java, Python, MIPS, LaTeX
Prior Experience: JavaScript, C++, HTML/XML, Visual Basic

Achievements

· 8 credits of CS classes taken at Harvard University   2015
· Honorable mention, FTC Robotics Control Award   2016
· Silver Medal, SHS Mathematics Research Fair   2014
· Dean's List   2016-2017