Weihong (Cody) Chen

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EDUCATION

Rutgers University School of Arts and Science | New Brunswick, New Jersey **Cumulative GPA: 3.20/4.00**
Bachelor of Science: Computer Science **Expected Graduation: May 2021**

Relevant Courses: Data Structures, Computer Architecture, Design and Analysis of Computer Algorithms, Principle Information and Data Management, Internet Technology, Software Methodology, System Programming, Artificial Intelligence

TECHINICAL SKILLS

- Proficient in: Java, Python, C, C++, Assembly, HTML, CSS, JavaScript, MySQL; IAM, EC2, and RDS in AWS

WORK EXPERIENCE

Online Tech Instructor – iD Tech Jul. 2020 – Present

- Developed and instructed multiple computer programming related courses that accommodated students aged from 6 to 18.
- Ensured 30 students mastered software editing applications and completed Java coding projects for class certification.
- Documented students' progress to create transcripts for evaluating performance and conducting any needed remediation.

Bilingual Teacher – Marlboro Fidelity Chinese School Sept. 2017 – Jun. 2019

- Designed weekly lesson plans to help 20 students actively engage in class and stimulate their interest in learning Chinese.
- Customized reports and portfolios for parents using Microsoft Office to record student's progress in reading and writing.

PROJECTS

Flight Reservation

- Implemented a relational database system using AWS to support the operations of an online travel reservation website.
- Worked in a team of 3 for front-end development of user interface for customer and administrator logins using HTML.
- Collaborated on back-end using MySQL, Java and JDBC connectivity between the user interface and database server.

Adversarial Search

- Completed an AI agent in Python for a turn-based adversarial game through grid interface using grid-based discretization.
- Created a game interface that displayed the board with all of the nodes to update the board based on the player move.
- Evaluated heuristic values for all nodes using minimax search to indicate a better move for the agent or the adversary

Tuition Manager

- Created a GUI Java application in OOP to form a list of students and their enrollment tuition calculations based on variables such as the number of credits and full-time/part-time, features included adding, removing, and printing of list.

BMI Indicator

- Developed an Android Studio mobile application GUI that calculates BMI when the user inputs height, weight, and age.
- Using factors of age group and BMI percentile in Java, had GUI output a detailed analysis and lifestyle suggestion report.

Friendship Graph

- Found the relationship path from person 1 to person 2 in an undirected graph consisting of unweighted edges using Java.
- Relevant Data Structures: Stack, Queue, Recursion, Graph, Depth-First-Search, Breath-First-Search, Heap.

Bomb Lab

- Solved a program consisting of a sequence of phases with each phase expecting users to type a particular string on stdin.
- Relevant Architecture: x86-IA32 Instruction Set Architecture (ISA), GNU Debugger, Linux operating system.

Bit Manipulation

- Designed 3 small C bit-related programs to calculate and solve bit queries from files using a series of bit operations.
- Relevant Architecture: C programming, bit manipulations with left shifting, right shifting, bit-masking.

LEADERSHIP EXPERIENCE

Phi Sigma Pi National Honor Fraternity Nov. 2020 – Present

- Chair of Dance Marathon: organized and planned events for Embraced Kids Foundation and Children's Miracle Network.