Jizhou Chen (David)

Software Engineer, Statistician

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Having completed various projects throughout my contracting works and academic years in UC Davis has given me the experience to start building my career as a career software engineer. Furthermore, I want to participate in interesting topics such as data analytics, machine learning, and computer graphics. I am also open to leverage my knowledge in finance and economics in order to add value to your team.

Technical Skills:

- Programming Languages: C++, R, Java, Objective-C, MATLAB, JavaScript (Unit Testing), Python.
- Tools and Libraries: OpenGL, VisualStudio, intelliJ IDEA, Xcode. RSQLite.
- Machine Learning: Artificial Neural Networks, Linear Regression, Logistic Regression, KNN, SVM.
- Other Skills: Web scrapping, Regular Expressions, UI Automation Testing.

Work Experience

Computer Graphics Engineering and Data Analyst Intern, *Stratovan Corporation*   **Current**

- Lead developer of the Stratovan's new medical imaging application in collaboration with BeamReader. Personally in charge of design, implementation, researching, and maintaining contact with clients.
- Developed a good understanding of various computer graphics algorithms through studying published papers which resulted in a solid implementation of core components - quality images, reduced time.
- Participated in the data analytic aspect of company's project with Transportation Security Agency.

Software Quality Engineer, *Jive Software*   **2013-2014**

- Implemented test automation scripts using UI Automation and JavaScript for iOS Application releases.
- Implemented objected oriented components in testing scripts. Reduced nightly regression run time.
- Worked in Agile environment with QA and Dev teams to deliver bug-free releases on a bi-weekly basis.

Financial Training and Global Wealth Internship, *Morgan Stanley*   **2014-2015**

- Developed fundamental and technical analysis skills. Was later selected for an exclusive tier 2 program.
- Exchanged analysis on company performance and their corresponding investment strategies with other interns while under the guidance of SVP Jeffrey Won.

Activities and Projects

Hacker, *Summer 2015 TechCrunch Disrupt Hackathon*   **2015**

- Worked alone and completed an iPhone message encryption application (My-Enigma) in 32 hours.
- My mobile application received 3/5 score I was awarded $600 conference tickets.

Team Member, *'Coupon Prediction' Machine Learning Project*   **2015**

- Worked with team members from various backgrounds to build a coupon recommendation system.
- Responsible for data exploration and cleaning. Implemented and integrated Artificial Neural Network.

Team Member – *'FortNitta' iOS Game.*   **2015**

- Implemented depth first search algorithm to increase efficiency for detecting win condition.
- Worked with a large team (8 members) to add additional features to game on a weekly basis.

Programmer and Game Master – *Real Life Zombie Shooter Simulation*   **2013**

- Programmed and tested infrared guns and survivor helmets based on Arduino platform.
- Responsible for adding new game mechanics by updating source codes in between break sessions.

Education

BA. Computer Science, University of California, Davis.   **Graduating in June 2016**

- Cumulative GPA :3.0 | Major GPA: 3.3
- Minor in **Economics** and **Statistics**.
- Topics that I enjoy: Machine Learning, Computer graphics, Game theory, Theory of Computation.