

Jizhou Chen (David)

Software Engineer, Statistician

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Having completed various projects through out my internships and academic years has given me the experience to start building my career as a full time software engineer. I hope to be involved with interesting topics such as data analytics, machine learning, and computer graphics. I am also open to leverage my knowledge in finance and economics.

Technical Skills:

- ♦ Programming Languages: C++, R, Java, Objective-C, MATLAB, JavaScript (Unit Testing), Python.
- ♦ Tools and Libraries: OpenGL, VisualStudio2012, IntelliJ IDEA, Xcode.
- ♦ Other Skills: Web scrapping, SQLite

Work Experience

Software engineering and Data Analyst Intern, *Stratovan Corporation*

Current

- ♦ Designed and developed the whole workflow of a medical CT image generator involving the mapping of intensity values from 3D space to 2D. End result received very positive feedback from clients.
- ♦ Implemented surface triangle loop subdivision algorithm to greatly improve image quality.
- ♦ Implemented and customized 6 sigma process capability test using R.

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.

Student 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.

Student 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
- ♦ Responsible for adding new game mechanics by updating source codes on the spot.

Education

BA. Computer Science, University of California, Davis.

Graduating in Spring 2016

- ♦ Minor in **Economics** and **Statistics**.
- ♦ Topics that I enjoy: Machine Learning, Computer graphics, Game theory, Theory of Computation.