

Daniel Kai Chen

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Objective: Seeking a career in front-end development utilizing my 7+ years of experience as a software engineer

Experience

Freescall Semiconductor, Austin, TX

Software Engineering Intern: 06/18-08/18, 06/15-08/15, 06/14-08/14, 06/13-08/13

- Used Python to create a GTK based script that was able to interface with and control a camera and then run a text recognition algorithm
- Worked on the upper end of development stack with one of their microprocessors creating Android and Linux based media applications meant for demoing
- Interacted with customers and successfully solved their problems
- Spent majority of time in a Linux terminal environment using Bash, Vim, and Gcc to make programs

Projects

Software Engineering and Design Lab, Blog Website | <http://ee4611-hw3-196501.appspot.com/>

- Went above and beyond what was required of the assignment. Enabled dynamic change to the website's style using javascript which is controlled by HTML sliders indicated by arrows. For example, input on a slider changes how much the background is shown. When pulling down on the fourth and final arrow slider triggers an extensive scripted audio and video sequence controlled by intervals, timers and listeners.

Software Engineering and Design Lab, QRU

- The purpose of this Android application was to retrieve or store a user's data with a database using QR codes to find a specific user. Mongodb was the chosen database used in this application. Node.js was used as the transport layer between the application and database. HTTP request queries would be sent from the application to the Node server which would then retrieve the relevant information from the Mongo database.

NBA Team Viewer | <https://nba-viewer-56740.appspot.com/>

- Website with the purpose of showing the roster of NBA teams. Parses the official NBA API to find team and player information using Node.js. All these processes are done server side and simply sends the required information to the client side. The website also has the functionality of a system where users can register and log in to see the website. User information is stored in a Mongodb database that is accessed by the Node server which verifies if the user already exists within the server when registering. The server verifies if the credentials provided by the user when the user logs in is correct. The website is very stylised.

Education

The University of Texas at Austin

Bachelor of Science, Computer Engineering | Completed 136 credits from 2012-2014 and 2018

Skills

- Proficient with HTML, CSS, and Javascript
- Proficient with Node.js and Mongodb
- Proficient with the fundamental programming and knowledge of abstraction
- Proficient with C/C ++, Java. Familiar with Python and SQL
- Proficient with Linux and using bash. Very experienced with programming in Linux using vim and terminal
- Very strong interpersonal skills
- Very motivated and always willing to ask questions
- Has a lot of experience with Source Engine games