Ethan Chen

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Experience

Software Engineer at **Deutsche Bank**

Jul 2022 to Present

- Rotation 1: C++ developer for Quantum, providing the software used by quants and high-frequency strategies running on colocated servers around the globe.
    - Implemented the low-latency transmission of security data on critical paths during trade execution.
    - Conducted interviews, resulting in the hiring of 2 new C++ developers.
- Rotation 2: Python developer for AI Advisor, operating similarly to a startup and developing AI/ML use cases to increase revenue within the corporate bank.
    - Optimized data function within post-processing to be dozens of times faster using vectorized operations.
    - Created a pre-commit hook repository to be used across the team, establishing better coding practices.

QA Intern at **Lucy AI**

May 2021 to Aug 2021

Lead Intern at **Holmes Center for Entrepreneurship**

Oct 2019 to Aug 2021

Skills

Languages: C/C++, Python, Java, C#, JavaScript, HTML, CSS, Shell, OCaml, SQL, x86 Assembly
Technologies: Git, Windows, Linux, Vim ;)
Other: Unity, Figma, Adobe Suite

Education

University of Minnesota Twin Cities

Sep 2018 to May 2022

Bachelor of Science in Computer Science
Minor in Interdisciplinary Design
GPA: 3.61

DIS Copenhagen

Aug 2021 to Dec 2021

Study abroad in Copenhagen, Denmark. Took a variety of interesting courses, including Game Development, Danish Design, and Counter-Terrorism and Intelligence Analysis.

Projects

- The Red Line - 3D game prototype written in C# using the Unity engine. 60+ downloads.
- Piecemeal - app concept to streamline process of donating to those in need; Forge Competition semifinalist.
- Algorithmic trading program - Written in Python using the Alpaca API.

Activities

Marching band/Drumline, Design U, Boxing Club, Chinese American Student Association, Church leadership