Francis Chen

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MIT S.B. Candidate (6/2015); M.Eng. Candidate (6/2016)
Computer Science and Engineering
GPA: 4.5/5

Skills

Languages: Python, Java, Scala, C, Perl, and Ruby on Rails/JavaScript/HTML/CSS

Key coursework: Elements of Software Construction, Performance Engineering of Software Systems, and Introduction to Machine Learning

Experience

Technology Associate Summer Intern, Bridgewater Associates 6/2014 - 8/2014

- Built a strategic data ingestion tool for the company's next-generation research platform
- Assessed relevant business problems, designed solution, and implemented solution in Scala

Platform Infrastructure Engineering Summer Intern, Akamai Technologies 6/2013 - 8/2013

- Built a software tool for hard drive error detection intended for over 10,000 Windows servers
- Designed, developed, and tested software tool, working in Perl

Activities

Undergraduate Researcher, MIT Weiss Lab for Synthetic Biology since 6/2013

- Developing high-throughput microfluidic DNA assembly system with hardware and software
- Produced 8 page technical report and earned Certificate in Advanced Undergraduate Research

Gordon Engineering Leader, MIT Gordon Engineering Leadership (GEL) Program since 4/2013

- Completed first year leadership and design curriculum, involving both labs and classes
- Enabled record number of admission applications as Communications and Outreach Director
- Shaping first year GEL student experience actively as mentor and teaching assistant

Administrator, Alpha Sigma Phi Fraternity (Beta Beta Colony at MIT) 1/2013 - 5/2014

- Managed all internal affairs, including academic, social, and philanthropic initiatives
- Raised over $1200 for charities and won 2 philanthropic awards in 2013-2014 academic year

Awards

EECS Advanced Undergraduate Research Program (SuperUROP) Technical Report Award 5/2014

- Awarded for technical report from research in Weiss Lab
- 2 award winners among over 70 MIT juniors and seniors conducting research in EECS department

Round 4 Qualifier, MIT Battlecode Programming Competition 2/2013

- Developed an artificial intelligence (AI) to play a real-time strategy game
- Reached top 32 of over 200 registered teams

Last revised on 9/29/2014