Kevin Chen

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github.com/k3vnchen & k3vn.dev

EDUCATION

Yale University, Computer Science / *GPA 4.0, Graduating 2023*   New Haven, CT
Yale Computer Society (Y/CS), Yale Developer Student Club, Yale User Experience Society   8/2019 - Present

COURSES Discrete Mathematics (MATH 244), Algorithms (CPSC 365), Data Exploration and Analysis (S&DS 230)
Data Structures and Programming Techniques (CPSC 223), Linear Algebra and Matrix Theory (MATH 225)

EXPERIENCE

Yale College Undergraduate Admissions
STEM Likely Representative   2/2020 - Present
- Introduced exceptional STEM admits to life and resources at Yale
- Provided mentorship to incoming STEM likely students

NIST Information Technology Laboratory (ITL) Head Mounted Display Laboratory
Research Intern   6/2018 - 4/2019
- Developed a JS/HTML WebVR application using A-Frame & three.js frameworks to visualize over 180 3D surfaces in the NIST Digital Library of Mathematical Functions (DLMF) repository (*dlmf.nist.gov*)
- Intensively used the Oculus Rift, Oculus Go, HTC Vive, and Google Cardboard VR systems
- Youngest ever intern in mentor's lab, received the 2018 Outstanding Poster Presentation award
- Work presented at SIGGRAPH 2018: "Immersive Visualisation for Research, Science and Art"

NIST ITL Applied and Computational Mathematics Division (ACMD)
Research Intern   1/2016 - 6/2017
- Developed a Python program to translate from the Mathematica eCF database to semantic LaTeX with custom macros, part of the larger NIST DRMF Seeding project (*github.com/DRMF*)
- Wrote over a thousand lines of code, unit tests for 100% coverage, intensively used Git and GitHub
- Co-authored the paper *"Semantic Preserving Bijective Mappings of Mathematical Formulae between Word Processors and Computer Algebra Systems,"* Published in the Proceedings of the 10th Conference on Intelligent Computer Mathematics, Edinburgh, Scotland, July 2017

PROJECTS

Bulletin VR @ YHack 2019 / *devpost.com/software/bulletin-fq1kaz*
Software Developer, VR/AR   10/2019 - 11/2019
- Developed Bulletin VR, a WebVR bulletin board for posting anonymous messages to tackle social anxiety
- Made with A-Frame JS/HTML framework, HTML Speech Recognition, and Python Flask backend
- Won the overall Best Gaming/VR Hack at YHack 2019

FIRST Tech Challenge Team #9450
President, Senior Captain   6/2017 - 6/2019
- Led team through engineering design process to design, develop, and test a complex robot from scratch
- Scheduled meetings, managed budget/expenses, contacted sponsors, designed promotional material
- Co-wrote a grant proposal, awarded the MSDE grant of $6,411 to fund STEM outreach programs
- Won various local awards & advanced to compete in the 2017-18 FIRST Championship in Detroit, MI

SourceAmerica Design Challenge
Product Designer   9/2017 - 3/2018
- Worked with NPO Chimes, Inc. to design hot glue packaging device for their employees with disabilities
- Measured via extensive testing vastly improved time and accuracy rates when using our device
- Received Honorable Mention award for the impact of our product (the Glue Helper) in the community

Media Center Sign-In System @ Poolesville High School
Lead Software developer   12/2016 - 6/2017
- Developed app on tablet to digitize student sign-in and book checkout system in high school library
- Used Android Studio, wrote Java scripts to efficiently process/present schedule data of 1,000+ students
- Collaborated with school staff and admin to determine optimal front-end design and navigation methods

SKILLS

LANGUAGES C/C++, Python, R, JavaScript, Java, Racket, HTML/CSS
TOOLS   UNIX/Linux, Git, Android Studio, LaTeX, Fusion 360, Adobe Illustrator, InDesign, Figma