Kevin Chen

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github.com/k3vnchen & in/kevinnchen

EDUCATION

Yale University, Computer Science & Expected 5/2023 (4.0/4.0)　　　　　　　　　New Haven, CT
Yale Computer Society (y/cs), Yale User Experience Society, Yale Developer Student Club　　8/2019 - Present

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

WORK & EXPERIENCE

Yale Peabody Museum of Natural History
Software Developer Intern　　　　　　　　　　　　　　　　　　　　　　　　　　　6/2020 - Present

- Developed a Python desktop application to control and visualize a photogrammetric imaging system
- Researched open source CAD software paradigms to implement graphics interfaces with wx and OpenGL
- Created project plans for open-source maintenance regarding design, architecture, and methodologies

Source Development Hub
Engineering Intern　　　　　　　　　　　　　　　　　　　　　　　　　　　　　6/2020 - Present

- Worked with a New Haven-based social enterprise to develop a data aggregation platform and a state database of affordable housing for the Connecticut Department of Housing
- Developed and automated a pipeline for extracting and geocoding 7,000+ housing program and subsidy records from unstructured datasets using Python into an SQL database
- Pitched and established data processing methodologies to executives and the data team

Yale College Undergraduate Admissions
STEM Likely Representative　　　　　　　　　　　　　　　　　　　　　　　　　　2/2020 - 5/2020

- Introduced exceptional STEM admits to life and resources at Yale
- Provided mentorship to incoming STEM likely students

NIST High Performance Computing and Visualization Group
VR Research Intern　　　　　　　　　　　　　　　　　　　　　　　　　　　　　6/2018 - 4/2019

- Developed WebVR app to visualize 180+ 3D models in the NIST Digital Library of Mathematical Functions using A-Frame & three.js JavaScript frameworks and Oculus Rift, Oculus Go, and HTC Vive VR systems
- Awarded the 2018 Outstanding Poster Presentation award, and youngest ever intern in mentor's lab
- Work presented at SIGGRAPH 2018: "Immersive Visualisation for Research, Science and Art"

NIST Applied and Computational Mathematics Division
Software Intern　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　1/2016 - 6/2017

- Developed Python scripts to translate 1,300+ formulae in the eCF Encoding Continued Fraction dataset from Mathematica to semantic LaTeX
- 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

BulletinVR
devpost.com/software/bulletin-fq1kaz　　　　　　　　　　　　　　　　　　　　10/2019 - 11/2019

- Developed a virtual reality bulletin board website to post anonymous messages and tackle social anxiety
- Made with A-Frame JS/HTML framework, HTML Speech Recognition, and Python Flask backend
- Won the Best Gaming/VR Hack at YHack 2019, out of 147 submissions and over 400 participants

FIRST Tech Challenge Robotics Team
President, Senior Captain　　　　　　　　　　　　　　　　　　　　　　　　　　6/2017 - 6/2019

- Led team through engineering design process to design, and test a nationally-competing robot
- Awarded the MSDE grant of $6,411 to fund STEM outreach programs for disadvantaged K-12 students
- Won various local awards & advanced to compete in the 2017-18 FIRST Championship in Detroit, MI

SKILLS

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