Kevin Chen

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EDUCATION

Yale University
8.2019 - 5.2023

B.S. Computer Science (GPA 4.0/4.0)
→ VP of Engineering of UXSociety at Yale, Board Member of Yale Computer Society

Relevant Coursework
→ Algorithms, Data Structures, Systems Programming & Computer Organization, Advanced Topics in Computer Graphics, Discrete Mathematics, Linear Algebra & Matrix Theory

EXPERIENCE

Peabody Museum of Natural History
7.2020 - Present

Project Lead Developer (GitHub repo)
→ Led the development of the COPIS3D client, a native desktop application which controls a multi-camera photogrammetric 3D reconstruction system, using wxPython and PyOpenGL.
→ Improved rendering performance by migrating from fixed function to modern OpenGL using GLSL shaders and instanced rendering. Utilized the pub/sub model, OOP, and MVC design pattern.
→ Designed and implemented features such as path generation, orientation controls, contextual property panel, and overhauled general interface and input controls to improve usability.

↪ (*cont.*)
6.2020 - 7.2020

Software Developer Intern
→ Developed and improved the viewport for a photogrammetry application using Python and OpenGL.
→ Familiarized with CAD software by researching FOSS such as PrusaSlicer, Slic3r, and PrintRun.
→ Practiced Agile and Scrum in 1-2 week sprints in a team of 3 developers. Learned C++.

Source Development Hub
6.2020 - Present

Data and Engineering Intern
→ 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 which extracted and geocoded 10,000+ housing program and subsidy records from unstructured datasets using Python into an SQL database.

Yale Undergrad Admissions
2.2020 - 5.2020

STEM Likely Representative
→ Introduced exceptional STEM admits to life and resources at Yale.
→ Provided mentorship to incoming STEM likely students, 150 out of 30,000+ applicants.

NIST ITL
6.2018 - 4.2019

VR Research Intern
→ Developed an accessible VR gallery site to display 180+ glTF equation models in the NIST DLMF using A-Frame & three.js web frameworks and Oculus Rift, HTC Vive, Google Cardboard systems.
→ Awarded the 2018 Outstanding Poster Presentation award. Work presented at SIGGRAPH 2018 BOF session "*Immersive Visualisation for Research, Science and Art*."

PROJECTS

Bulletin VR
VR + web

Developer and Designer (GitHub repo)
→ Developed VR message board website to share anonymous messages and tackle social anxiety using JavaScript, A-Frame WebVR framework, and Web Speech API. Designed logo and all assets.
→ Won the Best Gaming/VR Hack, out of 147 submissions and 400+ participants, at YHack 2019.

Digital Sign In
Android + data

Lead Developer
→ Developed Android app to replace school's manual sign-in system using Android Studio and ADB.
→ Processed, verified, presented schedule data of 1,000+ students using Java, Apache HTTPClient.

Robotics (FTC)
design + leadership

President and Senior Captain
→ Secured $6,400+ via MSDE grant, funding STEM outreach programs for underrepresented students.
→ Led team through engineering design process, designed and tested a nationally-competing robot.

SKILLS

Languages
C++, C, Python, Java, JavaScript, Scheme, HTML, CSS

Technologies
UNIX, Git, OpenGL, GLSL, wxWidgets, Visual Studio, LaTeX, Illustrator, InDesign, Fusion 360