

# Kevin Chen

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## EDUCATION

**Yale University, Computer Science & Expected 5/2023 (4.0/4.0)**

New Haven, CT

Yale User Experience Society, Yale Computer Society (y/cs), 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 Python desktop application using OpenGL and the wx GUI toolkit to control and visualize a photogrammetric imaging system
- Research open source CAD software paradigms and implement graphics interfaces
- Responsible for managing and creating project plans regarding design, architecture, and methodologies

**Source Development Hub**

Software and Data Science Intern

6/2020 - Present

- Developed a data visualization platform and data aggregation tool for affordable housing in Connecticut
- Developed Python scripts and utilized context-free grammars to parse and geocode large datasets
- Participated in weekly meetings with executives, established data processing methodologies

**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 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](https://dlmf.nist.gov))
- Interacted with VR systems such as the Oculus Rift, Oculus Go, and HTC Vive
- 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 Applied and Computational Mathematics Division**

Software Intern

1/2016 - 6/2017

- Developed Python scripts to translate formulae in the eCF (Encoding Continued Fraction) database from Mathematica to semantic LaTeX, part of the DRMF Seeding project ([github.com/DRMF](https://github.com/DRMF))
- 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

## SELECTED PROJECTS

**BulletinVR ([devpost.com/software/bulletin-fq1kaz](https://devpost.com/software/bulletin-fq1kaz))**

Software Developer, VR/AR

10/2019 - 11/2019

- Developed an online virtual reality bulletin board to post anonymous messages and 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 out of 150 submissions

**FIRST Tech Challenge Robotics Team**

President, Senior Captain

6/2017 - 6/2019

- Led team through engineering design process, managed budget/expenses, designed promotional material
- Co-wrote a grant proposal and awarded the MSDE grant of \$6,411 to fund STEM outreach programs
- Advanced to compete in the 2017-18 FIRST World Championship in Detroit, MI

## TOOLING

CODE Python, C/C++, Javascript, Java, R, Racket, HTML/JS/CSS

TOOLS UNIX/Linux, Git, Android Studio, LaTeX, Fusion 360, OpenGL, Illustrator, InDesign, Figma