

Kenneth Chuen

k.chuen@columbia.edu
(347) 681-6599

github.com/kenkenchuen
linkedin.com/in/kennethchuen

Education

Columbia University B.S.E. Computer Engineering 2019 – 2021

- ◆ Recurring member at C.U. Application Development Initiative (ADI) (2019 – present)
- ◆ Senior Technical Mentor on Columbia University Lion Dance Team (2019 – present)

Fordham University B.S. Computer Science 2016 – 2019

- ◆ Executive at Tech@LC (2016 – 2019)
- ◆ Executive at Asian Pacific American Coalition (APAC) (2016 – 2019)

Relevant Coursework

Data Structures	Computer Architecture	Algorithms	UI Design
Advanced Programming	Operating Systems	Probability & Statistics	Human-Centered-Design
Computer Science Theory	System-on-Chip	Machine Learning Theory	Advanced Software Engineering

Skills

Languages: C, C++, SystemC, Java, Matlab, Python, HTML, CSS, JavaScript, TypeScript

Frameworks: Bootstrap 4, Flask, jQuery, Node.js, React, Express

Tools: Git, AWS (DynamoDB, EC2), Unit Testing (JUnit, Jest)

Projects

Upmed Co-Developer 2020 - Present

- Co-developed a website that provides healthcare professionals (HCP) and patients a way to schedule and keep track of virtual appointments, and allows HCPs to view and update patient health records.
- Developed for Advanced Software Engineering course to replicate actual software engineering work with best practices in mind (i.e. creating and following design schema, implementation of APIs, unit/integration/user testing, Jenkins CI/CD, automated style/bug checking, etc.)
- Built using a React, Node.js, TypeScript frontend and Flask, Python, Firebase backend.

Referral.fyi Co-Developer 2020

- Developed the backend for a website that provides coding challenges and rewards users with referrals for companies.
- Built using TypeScript, Node.js, Express, AWS DynamoDB, and AWS EC2 backend.

Pokémon AI Co-Developer and Co-Writer 2020

- Co-developed an AlphaZero-based self-play algorithm to perform exceedingly well in a non-deterministic game that imitates battle scenes in Nintendo's Pokémon franchise.

Census 2020 Design Challenge Participant 2019

- Incorporated human-centered design techniques to increase census participation in Chinese-American communities in NYC.
- Worked with the NYC Census Office and community-based organizations to conduct market research, create poster prototypes, and receive feedback from one-on-one interviews with citizens.

Work Experience

Columbia Entrepreneurship Office Design Challenge Manager 2019 – 2020

- Managed 11 student teams tasked with creating projects using federal open data to increase U.S. Census participation rate.
- Recurrently answered technical questions related to project completion and forged connections between these teams and data stewards from the federal government to bolster census awareness in over 30 NYC communities.

Fordham School of Law Teaching Assistant 2019

- Initiated, created, and taught a Python course called “Programming for Lawyers” to 40 Fordham Law students.
- Helped create 12 lesson plans, from control flow to creating web servers, that correlated programming techniques with concepts taught in law school to increase students’ understanding of the logic and constraints that shape technical decisions, and thus be able to intelligently communicate with technologists.