

Kenny Chen

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EDUCATION

University of California, Irvine

Master of Software Engineering – GPA 4.00

Expected December 2025

University of California, Riverside

Bachelor of Computer Science (Cum Laude) – GPA 3.74

June 2023

SKILLS

Programming Languages: Python, Java, JavaScript, TypeScript, C++, C#, SQL

Tools and Frameworks: AWS, Docker, React.js, Next.js, Vue.js, Node.js, JUnit, Git, Visual Studio, Unity, Webpack

EXPERIENCE

Amazon Web Services Seattle, WA

Software Development Engineer Intern

June 2025 – September 2025

- Designed a new benchmarking system for the ELB Runtime Service by containerizing the existing framework with AWS CDK, ECS Fargate, and Lambda, enabling test configuration through JSON files.
- Reduced benchmarking processing time by 92%, decreasing the duration from 20 days to less than 2 days by supporting parallel execution of instance type and traffic profile combinations.
- Developed two CloudWatch dashboards to improve system monitoring, providing engineers with real time test metadata, ELB performance metrics, and dependency health for faster troubleshooting.
- Automated manual performance analysis workflow by integrating Python notebooks, Lambda, and S3, generating scaling thresholds, LCU calculations, and visualization reports that reduced the time needed to create and update scaling policies.

c:geo – Open Source Geocaching App Remote

Contributor 

May 2025 – June 2025

- Contributed 5 pull requests to an open source Android project, delivering new features, bug fixes, and test coverage improvements while collaborating with maintainers through code review and issue tracking.
- Developed a dynamic compass feature for the cache detail screen using Java and Android UI components, replacing a static icon with a rotating compass and providing a user setting to toggle direction display.
- Implemented a Snackbar share option for log visits, enabling quick sharing of cache logs with contextual prefixes for log types.

University of California, Riverside – Bit Securer Lab Riverside, CA

Research Intern 

April 2023 – June 2024

- Developed a new force directed graph visualization feature using JavaScript into an online disassembler, enabling analysis of call graphs with support for 1,000+ nodes and edges.
- Streamlined the binary analysis pipeline by refactoring a shell script into a Python based execution system and implemented API in TypeScript for file submissions, enabling automated decompilation through Ghidra's headless analyzer.
- Integrated the API with a Vue.js front end, enabling interactive graph visualization by dynamically fetching and displaying decompiled call graphs, providing researchers with an intuitive interface for analyzing relationships between functions.

PROJECT EXPERIENCE

Multi-Agent AI Coder

December 2025

- Built a multi-agent software generation pipeline in Python using LangChain that converts natural language into runnable applications by coordinating 4 specialized agents through an MCP based orchestrator that can process 500k+ tokens per run.
- Implemented an API request rate limiter and usage tracking subsystem that prevent quota exhaustion across multiple LLM providers by distributing load across agent groups, reducing model failure rates during long generation chains.
- Improved developer visibility and debugging efficiency by developing an interactive Gradio UI that exposes each agent step, displays structured outputs, and logs token usage and execution time.

Data Lake GUI

September 2025 – December 2025

- Designed and implemented an AWS hosted React GUI in TypeScript connected to backend services through API Gateway and Lambda, enabling engineers to retrieve and update configuration files stored in S3 and DynamoDB through secure web interactions that replaced manual JSON editing.
- Implemented SSO authentication using AWS Cognito with OAuth 2.0 and SAML assertion integration to UCI Shibboleth, providing secure institutional login and access control for users.
- Deployed the application with AWS Amplify, leveraging automated CI/CD pipelines and serverless hosting to minimize maintenance overhead and ensure consistent alignment with existing Terraform managed infrastructure.

Mail Sync

December 2024

- Built a full stack email client server application using Node.js, Express.js, and TypeScript, implementing RESTful APIs with IMAP and SMTP protocols to handle email retrieval and sending, and contact management.