Kenny Chen

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EDUCATION

University of California, Irvine   December 2025
Master of Software Engineering

University of California, Riverside   June 2023
Bachelor of Computer Science (Cum Laude) – GPA 3.74

SKILLS

Programming Languages: Python, C++, C#, Java, SQL
Tools and Frameworks: React.js, Vue.js, Git, Visual Studio, Unity

EXPERIENCE

Research Assistant – Application / Web Development   April 2023 – June 2024
University of California, Riverside   Riverside, CA

- Developed and implemented a new force graph visualization feature using JavaScript into an online disassembler, enhancing user experience and facilitating the analysis of call graphs.
- Built APIs to efficiently serve data to the Vue.js front end for force graph visualization, enhancing data accessibility and user experience.
- Optimized Ghidra scripts in Java and Python, resulting in a reduction in script execution time.

Backend Developer Training Program   August 2023 – November 2023
Revature   Remote

- Developed and implemented Social Media Blog API with RESTful APIs using Java.
- Established database communication using JDBC, enabling data persistence and retrieval.
- Developed unit tests with Test Driven Development principles, ensuring code quality and maintainability.

PROJECT EXPERIENCE

Game Development – Unity, C# 🔗   April 2023 – June 2023

- Collaborated with a team of 6 people to design and develop a 3D third-person shooter game using Unity and C#.
- Implemented core gameplay mechanics, including player movement, shooting mechanics, and enemy interactions, to create an engaging and immersive gaming experience.
- Demonstrated proficiency in C# programming, applying object-oriented principles to maintain clean and modular code for easy collaboration and future development.

8-puzzle Solver – A* Algorithm 🔗   February 2023 – March 2023

- Developed in Python, employing three different algorithms: Uniform Cost Search, A* with the Misplaced Tile heuristic, and A* with the Euclidean Distance heuristic.
- Demonstrated proficiency in Python programming, applying data structures and algorithms to efficiently represent and manipulate puzzle states.

Arduino Object Following Robot 🔗   May 2022 – June 2022

- Designed and implemented an Object Following Robot using Arduino and C++, employing ultrasonic and infrared sensors for object tracking.
- Demonstrated proficiency in embedded systems programming, leveraging the Arduino platform and C++ to create a responsive and autonomous robot behavior.