KEVIN **CHEN**

Computer Science Major • Research Intern

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EDUCATION

New York University Tandon School of Engineering, New York, NY *Expected Grad: May 2022*

- Bachelor of Science, Computer Science, Minor: Cyber Security, Business Studies
- GPA: 3.5
- Coursework: Intro Python · Data Structures & Algorithms

SKILLS

- **Programming:** (Proficient) Java · Python · Swift | (Familiar) JavaScript · HTML/CSS
- **Software:** Git · XCode · Firebase · Google Cloud Platform · MS Office
- **Platforms:** Arduino & Raspberry Pi (IoT) · iOS App Development · Windows · macOS · Linux

EXPERIENCE

NYU-X Research Lab, New York, NY *May 2019 – Present*

Research Intern

- Led research project to develop robotic-based learning system using OptiTrack motion capture system and Python to teach geometry to middle-school children at NYU-X Lab, College of Nursing
- Worked on additional research project to develop computer vision system for individuals with dementia at

NYU EG1003 RAD Project, Brooklyn, NY *January 2019 – May 2019*

Project Manager

- Developed assistive navigation technology for visually impaired by implementing Raspberry Pi, Python, and Google Cloud in a team of 3 first-year students
- Managed 10-week design project by preparing milestone presentations, weekly reports, and demo video

SELECTED PROJECTS

SiteSeer, NYU EG1003 RAD Project *January 2019 – May 2019*

- Configured Google Cloud & Camera/Sensors to operate on Raspberry Pi to provide feedback such as using image recognition and learning by utilizing Google APIs to provide directions and write an algorithm
- Created iOS App: to obtain GPS location from the phone, provide live-feed, speech services (speech-to-text to get destination from user, text-to-speech to give user instructions) using Python

Tangible Activities for Geometry, NYU-X Lab Research Project *May 2019 – August 2019*

- Developed functioning interface for robotic-assisted geometry system using Python & MQTT by designing iOS mobile application and integrating RabbitMQ and OptiTrack Motion Capture at NYU-X lab

Ping Pong: iOS App, iOS Bootcamp *December 2018 - December 2018*

- Proof of concept iOS game in Swift with features: 2-Player and Computer and background music

ACTIVITIES

- **Teaching Assistant** Work in the introductory engineering course (EG1003) in R&D & Prototyping Lab
- **CS Tutor** Tutor students in Python (CS 1114), Data Structures (CS1134), Linear Algebra & DE (MA2034)
- **PolyBots** Using Arduino & Raspberry Pi to build mini-robots for friendly competitions

AWARDS

- **TechFestival Hackathon** 2019: 1st (out of 18 teams) at largest CUNY hackathon & Best Google Cloud Hack
- **NYU EG1003 RAD Project** 2019: 2nd (out of 25 teams) & Nick Russo Award Winner for Outstanding Design