

Kevin Chien

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EDUCATION

University of California, Berkeley

Expected Graduation: May 2020

B.S. in Electrical Engineering and Computer Science

- Overall GPA: 3.896
- Coursework: Data Structures and Algorithms, Designing Info. Devices and Systems

SKILLS

Programming Languages:

- Proficient in: Python, Java
- Familiar with: Javascript (Vanilla and ES6), HTML, CSS/SCSS, Scheme, Lua, SQL, Swift, VB

Frameworks/Libraries: React, Redux, Electron, Angular, JQuery, NumPy, Jekyll

EXTRACURRICULARS

Pioneers in Engineering, Berkeley, CA

Aug 2016 - Present

Website Developer

- Designed and built website pages using HTML/CSS/JS and Jekyll.
- Built pages for new web app using Angular JS to query and display live competition data.

Software Engineer on UI Team

- Developed in small team using React, ES6, and Redux for robot interfacing desktop app.
- Wrote comprehensive Mocha unit tests for Redux framework.
- Built async features using ES6 Promises and generators with Redux Sagas.

WORK EXPERIENCE

Pacific American School, Hsinchu, Taiwan

June-July 2017, 2016

Summer Sessions Robotics/Math Teacher

- Taught and graded Algebra 2 course for high school students: designed class activities, worked with students through learning challenges.
- Taught Robotics class to elementary school students, led teaching assistants.

College Preparation Advisor

- Counseled for rising seniors, revised essays and helped identify possible career paths.

UC Berkeley EECS Department

Spring 2017

Academic Intern

- Taught and assisted 30+ students weekly in labs and office hours for UC Berkeley's CS 61A.

Ironyun, Zhubei, Taiwan

July 2016

Intern

- Reformatted video data sets using Python and FFmpeg for engineers to use.

PROJECTS

Database: Designed and built SQL-like interpreter for database management using Java in team of 2.

Loop Pedal: Led team to design and develop iOS app at CalHacks 2016.

Personal Website: Website for self-introduction and resume hosting built using HTML, CSS, & Jekyll.

Under Cover: Built 3D shooter game in Lua with player controls & animations for naturalistic combat.