Kevin Chien

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EDUCATION

University of California, Berkeley

B.S. in Electrical Engineering and Computer Science

Aug 2016 - May 2020

• Overall GPA: 3.78

SKILLS

Languages, Proficient: Python, Java **Familiar**: Javascript, HTML, CSS, Scheme, Lua, SQL **Courses taken:** • CS 61A (Python) **In progress:** • Computer Architecture (C, RISC-V)

• Data Structures (Java)

• EE 16A (NumPy)

• Intro to Data Science (NumPy)

Discrete Math & Probability

Web Libraries: React, Redux, Electron, Angular, JQuery, Jekyll

EXTRACURRICULARS

Pioneers in Engineering, Berkeley, CA

Website Developer/ Project Manager for '17 - '18

Fa '16 - Present

- PM: in charge of recruiting & training new staff, managing goals and deadlines, approving PR's.
- Redesigned and built website pages using HTML/CSS/JS and Jekyll.
- Built pages for web app using Angular JS to query and display live competition data.

Software Engineer on UI Team

Ironyun, Zhubei, Taiwan

Fa '16 - Sp '17

Sp '17

Su '16

- 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 Summer Sessions, Hsinchu, Taiwan Algebra II Instructor Taught and graded a for-credit math course for a 6-week class of high school students. Designed class activities, worked with students through learning challenges. Robotics Instructor Taught 4-week 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 Lab ASE: Taught students in office hours and debugged labs for UCB's EE 16A. Fa '17

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.

• Academic Intern: Taught students in office hours and debugged labs for UCB's CS 61A.

• Intern: Reformatted video data sets using Python and FFmpeg for engineers to use.

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.