

# Kevin (Yi-Fan) Chien

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## EDUCATION

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### University of California, Berkeley

Expected Graduation: May 2020

*B.S. in Electrical Engineering and Computer Science*

- Overall GPA: 4.0

## EXPERIENCE

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### UC Berkeley EECS Department

Spring 2017

*Academic Intern*

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

### Ironyun, Zhubei, Taiwan

July 2016

*Intern in R&D*

- Wrote Python code to splice and reformat videos for software testing.

### Pacific American School, Hsinchu, Taiwan

July 2016

*Robotics Teacher*

- Taught elementary school students robotics and programming in summer program.
- Structured and managed course content, materials, and TAs.

## ORGANIZATIONS

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### Pioneers in Engineering, Berkeley, CA

2016 - Present

*Website Developer*

- Designed and built public-facing website pages using HTML, CSS, and Javascript.

*Software Engineer on UI Team*

- Developed front-end robot software Dawn using React, ES6, and Redux.
- Wrote comprehensive unit tests for Redux actions and Redux Sagas, and fixed existing bugs.
- Built menu UI and asynchronous features for student code editing interface.

### PAS Technology Crew, Hsinchu, Taiwan

2015 - 2016

*Founder and Director*

- Led meetings and assigned staff roles and projects for school wide technology optimization.
- Built and managed blog where I published and edited staff-written guides.

## SKILLS

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### Programming Languages:

- Proficient in: Python, Java
- Familiar with: HTML, CSS, Javascript, Lua, Scheme, SQL, Swift

### Frameworks/Libraries:

- React, Redux, Electron, JQuery, Arduino, Git, Roblox Game Engine

### Other Skills:

- Bilingual proficiency in English and Chinese, familiar with Adobe Photoshop

## PERSONAL PROJECTS

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### Loop Pedal

Oct. 2016

- Designed and developed iOS app that integrated with Arduino Bluetooth at CalHacks 3.0.

### Under Cover

Summer 2013

- Built 3D game in Lua with player controls & animations for ducking behind any object.