# **Kevin Chen**

952-232-7743 | kevc528@seas.upenn.edu | kevnchen.com | GitHub: kevc528 | LinkedIn: linkedin.com/in/kevc528

# **EDUCATION**

#### University of Pennsylvania - School of Engineering & Applied Science | Philadelphia, PA

May 2023

Bachelor of Science in Engineering, Computer Science | *Concentration*: Software Foundations | *Minor*: Statistics Cumulative GPA: 3.96/4.00

• Relevant Coursework: Data Structures & Algorithms, Software Engineering, Mathematical Foundations of CS, Big Data Analytics, Probability, Scalable & Cloud Computing (F20), Computer Systems (F20), Statistical Inference (F20)

# University of Minnesota Talented Youth Math Program | Minneapolis, MN

May 2018

• Relevant Coursework: Calculus I, II, & III

#### TECHNICAL SKILLS

- Programming Languages: Java, Python, C#, JavaScript/TypeScript, SQL, HTML/CSS, OCaml
- Tools and Libraries: Angular, RxJS, Express, Node.js, Redux, Android Studio, .NET, Django, SQL Server, Firebase, MongoDB, Apache Spark, pandas, scikit-learn, JUnit, Git, Azure DevOps Server, Azure AD, AWS, Power BI
- Additional: Agile SDLC, Software Design Patterns, LaTeX, Microsoft Suite (Excel, PowerPoint, Word)

# **EXPERIENCE**

#### **WEX Inc.**, BI Development Intern – Software | Minneapolis, MN

Iune 2020 - Present

- Build (full-time summer/part-time school yr.) distributed, multi-tiered web apps for WEX Health Cloud platform, used by 17M+, in Agile setting as part of business intelligence software engineering team of 15 Devs/QAs/Analysts
- Use C# to fix bugs, optimize code for performance, and build backend for new features in RESTful ASP.NET API
- Develop, demo, and maintain code for admin portal controls that change employer dashboard access, layout, and style
- Drive early-stage development of new dashboard by building POCs, writing client-side Angular code to embed Power BI and server-side C# code to generate embed tokens in API, and designing system architecture with other engineers
- Train new interns by reviewing codebase, outlining schema of relational databases, and describing system architecture

# Penn Electric Racing, Software Engineer | Philadelphia, PA

Sept 2019 – May 2020

- Used Gazebo and Python to create simulation for cone recognition during autonomous driving
- Built Vue.js GUI that provides easy-to-use and customizable interface for displaying graphs and sensor data from car

#### Penn Aerospace Club, Software Engineer | Philadelphia, PA

Sept 2019 - May 2020

 Developed "mission control" web application and REST API web service using Node.js and Express for tracking and storing data on position, path, and speed over time for high-altitude balloon flights

# **PROJECTS**

#### OurStatus

May 2020 – Aug 2020

- Built cross-platform (Web/Mobile/Firebase) productivity app that combines social media and task management
- Used RxJS and AngularFire libraries to create asynchronous and event-based Angular web app hosted with AWS S3
- Implemented cookie-based authentication, session state with NgRx redux, and friend recommendation with heuristics

# Penn Lost and Found

Feb 2020 – May 2020

- Developed app where users can post lost or found items on campus and communicate with other users in real time
- Built complex software system comprised of mobile app made with Java and Android Studio, web administrator app made with HTML and JavaScript, and server-side application made with Node.js, Express, and MongoDB
- Implemented user accounts, live messaging, feeds for postings, admin account monitoring, warnings/ban, and more

# Stock Trading Bot

Dec 2019 – Jan 2020

- Wrote algorithmic trading bot in Python/pandas using Bollinger Bands, Relative Strength Index, and linear regression
- Automated trades and monitored account status by using HTTP requests and JSON objects with Alpaca API
- Collected and stored over 10,000 data points daily in SQL database for future testing and algorithm refinement

# **Dungeon Escape**

Nov 2019 - Dec 2019

- Built Java Swing game where player collects keys and escapes monsters in randomly generated maze created with DFS
- Implemented torchlight effect, collision logic, smooth movement, saved high scores, automated movement, and more

## **ADDITIONAL ACTIVITIES**