

Kevin Chen

952-232-7743 | kevc528@seas.upenn.edu | kevnchen.com | GitHub: kevc528 | LinkedIn: [linkedin.com/in/kevc528](https://www.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., Software Engineering Intern | Minneapolis, MN June 2020 – Present

- Build (full-time summer/part-time school yr.) secure, distributed, multi-tiered web apps and analytics dashboards for WEX Health Cloud platform, used by 17M+, in Agile setting as part of 15-person team of developers, QAs, and BAs
- 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 learning new technologies and building proofs of concept, writing client-side Angular code and server-side C# code, 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
- Designed NoSQL database schema and cloud functions to run serverless backend code that manages data consistency
- 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

Moelis Access Science, Volunteer Computer Science Instructor | Philadelphia, PA Sept 2019 – Present