

KEVIN CEN

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EDUCATION

- Imperial College London** – London, UK Sep 2019 – Jul 2022
BEng Computing
- Graduated with a **First Class Honours** with 81.93% overall.
 - Consecutively awarded **Dean's List** (top 10%) for each year of university.
- Prior Pursglove College** – Guisborough, UK Sep 2017 – Jun 2019
A Levels
- **4A*s** in Computer Science, Maths, Further Maths, Physics.
 - Ranked **1st** academically out of **522** students taking A-Levels in the college.

EXPERIENCE

- Jane Street** – London, UK Jul 2022 – Sep 2022
Software Engineering Intern
- Won **1st** place in the internal electronic trading challenge against all 30 London developer interns.
 - Developed an equities index monitor for auctions and a stress-testing pipeline for positions infrastructure.
 - Experience gained: OCaml, Mercurial.
- Facebook** – London, UK Jul 2021 – Sep 2021
Software Engineering Intern
- Worked in WhatsApp Apple Companions team to implement VoIP front-end features unique to iPad.
 - Built a voice calling Picture-in-Picture view with audio visualisation for iPad.
 - Experience gained: Objective-C, XCode, Git.
- Computer ConQuest** – Shangton, UK Aug 2020 – Oct 2020
Software Development Intern
- Worked full-stack, implementing crucial owned property mortgage calculations and heavily redesigning the web-app's front end for the Brickflow project.
 - Experience gained: TypeScript, C#, SASS, AngularJS, HTML, Git.

PROJECTS

- Manimate** – [GitHub](#) Mar 2022 - Jun 2022
- Developed a finite-automata based WYSIWYG builder for [Manim](#) animations.
 - Human-centred design using rapid iteration on stakeholder feedback, accruing **57 GitHub stars**.
 - Skills: Python, OpenGL, CSS, Git.
- LostCoin** – Signed an NDA Oct 2021 – Jan 2022
- Developed a divisible ERC721 token and tokenomic ecosystem to represent lost bitcoin wallets.
 - Built a webapp that interacts with MetaMask and the Ethereum blockchain to auction LostCoin.
 - Skills: Solidity, React, Typescript, Firebase, Git.
- visuAlgorithm** – [GitHub](#) Jun 2020 – Jul 2020
- Created an algorithm visualiser of 13 different algorithms including: A* pathfinding, Quicksort, Depth and Breadth First Searches, Prim's and Kruskal's maze generation, etc.
 - Used JUnit to implement unit tests such as testing if heuristics are consistent.
 - Skills: Java, JUnit, CSS, Gradle, Git.

AWARDS

- Dean's List I, II, III** Aug 2021
- Top 10% academic results in 1st, 2nd and 3rd year.
- Best Entertainment Hack (2nd Place)** – [GitHub](#) Feb 2020
- Led a team of 5 freshers to build a Department of Computing themed escape-shooter game.
 - IC Hack - Largest student-run hackathon in the UK.
- UKMT Senior Maths Challenge** Dec 2018
- Best-in-College, Best-in-Year and Gold Certificates.

TECHNICAL SKILLS

- **Programming languages:** Proficient in Java, Python, OCaml; familiar with C, Objective-C, SQL, TypeScript, Solidity; previously used React Native, Visual Basic, Haskell, JavaScript, C#.
- **Tools and Technologies:** Experienced with Git, JavaFX, JUnit; familiar with Linux, XCode, CSS/SASS, LaTeX, HTML, Mercurial; exposed to Gradle, AngularJS, Docker, Heroku, ANTLR.