Kevin Chen

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EDUCATION

Rochester Institute of Technology   Rochester, NY
Bachelor of Science in Software Engineering   *Expected May 2027*
- **Cumulative GPA: 3.18**
- **Dean's List: Spring 2023, Spring 2025**
- **Relevant Courses:** Eng Cloud Software Systems, Software Testing, Engineering of Enterprise Software Systems, Engineering of Software Subsystems (Embedded), Software Process & Project Management, Web Engineering, Software Development and Problem Solving 1 & 2 (Python, Java, Git)

CERTIFICATIONS

AWS Certified Cloud Practitioner – Amazon Web Services, 2025

TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript, TypeScript, C, C++, C#, SQL, Bash.
Web Technologies: HTML, CSS, React.js, Next.js, Node.js, Express.js, .NET, Vercel, REST APIs, OAuth 2.0.
Databases: MongoDB, PostgreSQL.
Dev Tools: Git, GitHub, GitHub Actions, GitLab (CI/CD, Runner), Docker, Docker Hub, VS Code, Postman, cURL, Vim, Jest, Unix/Linux.
Cloud & Infra: AWS (Lambda, EventBridge, SNS, Comprehend, EC2, S3, CloudWatch, IAM), Terraform, Vercel.
Other Technologies: Apache HTTP Server, STM32Cube, JSON, XML, Selenium.

PROJECTS

Enterprise Application Project | *MERN Stack, Recharts, Jest* | *Enterprise Engineering Course Project*   2024
- Collaborated with a team of four to design and develop a full-stack MERN application to meet specified corporate and departmental business requirements for a simulated enterprise.
- Built and rigorously tested a secure RESTful API using Node.js and Express.js, featuring over 12 endpoints for full CRUD functionality. Achieved 95% unit test coverage with Jest.
- Developed a responsive React client, enabling users to filter, edit, and visualize data. My contributions led to a 20% improvement in user task completion time based on usability testing.
- Managed the deployment of the full MERN stack to an Ubuntu server, configuring Apache HTTP Server as a reverse proxy to the Node.js/Express.js backend.
- Integrated an analytics dashboard with Recharts to provide data-driven insights, visualizing key metrics like sales trends and employee performance which informed strategic decisions in project reviews.

WatchOS Voice Chatbot | *SwiftUI, XCode, Groq API, REST* | *Personal Project*   2024
- Developed a proof-of-concept voice-to-voice chatbot on watchOS using SwiftUI for the user interface and AVFoundation for audio capture and playback.
- Integrated with the Groq API for near-real-time AI inference, leveraging Whisper for speech-to-text and Llama 3.1 for text generation, achieving an average response time of under 2 seconds.
- Engineered the network layer to handle asynchronous API calls and manage data flow between the app and the backend services efficiently.

Rush Hour Puzzle Game | *Java, JavaFX, JUnit, Git* | *Course Project*   2023
- Collaborated in a team of three to develop a fully functional Rush Hour puzzle game with a JavaFX GUI, adhering to Agile software development practices.
- Personally designed and implemented the core game logic, including a backtracking algorithm to generate puzzle solutions, improving on the project's baseline requirements.
- Authored a suite of JUnit tests that provided 90% code coverage for the game logic, ensuring software correctness and stability.
- Managed the team's Git workflow, including branching, merging, and code reviews, to ensure smooth collaboration and version control.

MIDI Player | *C, STM32Cube, Embedded Systems, Git*   2024

- Engineered and programmed a MIDI player on an STM32 Nucleo board, using C to parse MIDI file data structures and generate corresponding audio signals.
- Implemented performance optimization by managing hardware resources, including DMA for efficient data transfer and DAC for precise analog waveform generation, producing clear audio on a piezo buzzer.
- Designed the system to utilize microcontroller peripherals, including USART for file reception, GPIO for button-based UI, and NVIC for interrupt-driven controls (track selection, play/pause).