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

Languages: JavaScript, TypeScript, Python, Java, C, C++, C#, SQL, Bash.
Frontend: HTML, CSS, React.js, Next.js, Tailwind CSS.
Backend: Node.js, Express.js, .NET, REST APIs, OAuth 2.0, JWT.
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: Apache HTTP Server, Selenium, JSON, XML.

Projects

Stock Sentiment Tracker | *AWS, Terraform, Boto3, Python, GitHub Actions, Git* | *Cloud Engineering Course Project* 2025

- Architected and co-developed a serverless sentiment analysis platform for stock discussions, reducing manual research time for users with a team of four.
- Engineered core AWS Lambda functions with Python (Boto3) to process stock data from DynamoDB and perform sentiment analysis via Amazon Comprehend, achieving a 40% improvement in data processing speed.
- Implemented an automated notification system using EventBridge and SNS, delivering daily email alerts to a user base of 50+ beta testers for their subscribed tickers.
- Authored Terraform scripts to provision and manage all cloud infrastructure (EventBridge, Lambda, SNS, IAM), enabling 100% reproducible environments and cutting down deployment time by 90%.
- Optimized performance by designing logic to bypass sentiment analysis for previously scored entries, reducing redundant API calls to Comprehend by over 60%.

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).
- Conducted code reviews and debugging sessions to ensure firmware stability and adherence to embedded C best practices.

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.

- Leveraged data structures within MongoDB to organize and query information efficiently, supporting complex data relationships across departments.
- 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.