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 Sharp, 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 with a team of four, reducing manual research time for users.
- Engineered AWS Lambda functions using Python (Boto3) to perform sentiment analysis with Amazon Comprehend, optimizing logic to reduce redundant API calls by over 60% and improving data processing speed by 40%.
- 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 Infrastructure as Code (IaC) Terraform scripts to provision and manage all cloud infrastructure (EventBridge, Lambda, SNS, IAM), enabling 100% reproducible environments and cutting down deployment time by 90%.

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 develop a full-stack MERN application for a simulated enterprise, meeting specified business requirements.
- Built and tested a secure RESTful API with Node.js, Express.js, and MongoDB, featuring over 12 CRUD endpoints and achieving 95% unit test coverage with Jest.
- Developed a responsive React client with a Recharts analytics dashboard to visualize key metrics, which improved user task completion time by 20% and informed strategic decisions.
- Managed the deployment of the full MERN stack to an Ubuntu server, configuring Apache HTTP Server as a reverse proxy to the backend.