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 Sharp, SQL, Bash.
Web Technologies: HTML, CSS, React.js, Next.js, Node.js, Express.js, Flask, .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, JUnit, Pytest, 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 using Agile Methodologies 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 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.

WatchOS Voice Chatbot | *SwiftUI, XCode, Groq API, REST* | *Personal Project* 2024
- Programmed 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 build a fully functional Rush Hour puzzle game with a JavaFX GUI, following Agile/Scrum practices.
- Designed core game logic with a backtracking algorithm and wrote JUnit tests covering 90% of code to ensure stability.
- Managed Git workflow (branching, merging, and reviews) to maintain efficient version control and collaboration.

MIDI Player | *C, STM32Cube, Embedded Systems, Git* 2024
- Engineered and debugged 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).