# 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, .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 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.

**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 and Scrum 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).