Kevin Chen

Rochester, NY | (585) 797-5153 | kc681269@gmail.com | LinkedIn | GitHub

SUMMARY

Software Engineering student with hands-on experience in Java, Python, and JavaScript. Demonstrates proficiency in writing well-documented, readable code using Git, Visual Studio Code, and modern development tools. Excels in collaborating on projects, resolving technical issues, and applying programming fundamentals and data structures to meet business requirements.

EDUCATION

Rochester Institute of Technology   **May 2027**
Bachelor of Science, Software Engineering
- **GPA:** 3.18
- **Achievements:** Dean's List: Spring 2023, Spring 2025
- **Coursework:** 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)

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).

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, JavaScript Frameworks
- **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

CERTIFICATIONS

- **AWS Certified Cloud Practitioner**: Amazon Web Services, 2025