

KEVIN CHEN (YI-CHIA CHEN)

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SKILLS

Languages: C#, Java, JavaScript, TypeScript, Python, Go, C++, C
Fullstack: .NET, Spring Boot, Hibernate, Gin, Flask, Node, Express, React, Next.js, REST API, GraphQL, gRPC
DevOps: Docker, Kubernetes, Unity, Visual Studio, JUnit, Maven, Postman, GitHub Actions CI, Linux
Cloud/DB: Postgres, SQL Server, MySQL, MongoDB, Redis, AWS (EC2, RDS, EKS) (AWS Certified Solutions Architect Associate)

EDUCATION

Georgia Institute of Technology Aug 2021 – May 2023
Master of Science in Computer Science | GPA 3.5 Atlanta, GA
• **Coursework:** Machine Learning, Data Analytics, Blockchain, Networks, Info Security, Mobile Applications, Database

National Cheng Kung University Sep 2015 – Jun 2020
Bachelor of Science in Computer Science | GPA 3.5 Tainan, Taiwan
• **Coursework:** Object Oriented Programming, Computer Architecture, Operating Systems, Data Structures, Algorithms

EXPERIENCE

AeroTract, LLC Sep 2023 – Present
Software Engineer Intern Albany, OR
• Developed a web app from scratch for fine-tuning machine learning configurations using **TypeScript**, **React** and **Bootstrap**.
• Implemented backend APIs and SDKs using **Python Flask**, and made custom exception classes for error handling.

Georgia Institute of Technology Aug 2022 – Dec 2022
Graduate Research Assistant Atlanta, GA
• Achieved parallelism in **C++** by using the parallel computing model **HClib** following **Object Oriented** design patterns.
• Researched the concurrency model **Actor model** for distributed asynchronous computations.
• Conducted experiments on HClib-Actor programs and documented the behaviors of their parallel primitives.

Academia Sinica Jul 2020 – Dec 2020
Research Intern Taipei, Taiwan
• Constructed context-free parser using Brzozowski's derivative and **functional programming** with **Haskell**.
• Programmed a course website for the instructor to deliver materials to 100+ undergrads with **Haskell**.
• Performed formal verification using type systems with interactive proof assistant **Agda**.

PIXNET Digital Media Corporation Aug 2019 – Dec 2019
Data Analyst Intern Taipei, Taiwan
• Created dashboards to uncover marketing insights with **BigQuery**, **Data Studio**, **Python**, **R**, and **D3.js**.
• Automated the data import process from Google Sheets to **BigQuery** using **Matillion ETL** and **Python**.
• Proposed new website layouts to improve user experience and ad revenue by analyzing clickthrough rate.

PROJECTS

"Words" – Flashcard Maker | *Spring Boot, Hibernate, JUnit, Object Oriented Programming* [\[github\]](#) [\[github\]](#) Sep 2023 – Oct 2023
• Created a **Java Spring Boot** backend following OOP principles, including implementing **REST APIs** to service a **Next.js** web client that turns word definitions into flashcards, and using **JPA** and **Hibernate** to query data from **Postgres**.
• Implemented a secure login service, authentication and authorization using **Bcrypt**, **JWT** and Spring Security Filter.

"Mini Reddit" – Content Rating System | *Next.js, React, TypeScript, GraphQL* [\[github\]](#) [\[github\]](#) May 2023 – Jun 2023
• Developed a **Node Express** server with **Apollo GraphQL** middleware, backed by **Redis** and **Postgres**.
• Designed the **GraphQL** schema and resolvers using **TypeGraphQL** and **TypeScript**.
• Built a server-side rendered **React** web client in **Next.js** and **TypeScript**.

"Simple Bank" – Banking Service System | *Golang, AWS, gRPC, Microservices* [\[github\]](#) Apr 2023 – May 2023
• Built a CI/CD pipeline to automatically run unit tests written in **Golang**, deploy the service to **Kubernetes** clusters on **AWS EKS**, and establish a production database on **AWS RDS**.
• Launched **Golang Gin** backend with **REST APIs** and backed by **Postgres**, and used **PASETO** for authentication.
• Augmented the **Golang** backend with **gRPC** and **gRPC Gateway** using **Protocol Buffers**.

"Finance Hero" – A Simple Budgeting App | *C# .NET Application, Object Oriented Programming* [\[github\]](#) Jun 2018 – Jul 2018
• Built and designed the app with a minigame inside using **C#** following OOP principles.
• Integrated the app with **Microsoft SQL Server** database to store user spending and game records.
• Visualized a user's monthly spending by category in pie chart with **ASP.NET** Chart control.

"RunRun" – Parkour Game | *Unity Game Engine, C# Object Oriented Programming* [\[github\]](#) May 2018 – Jun 2018
• Developed a parkour game with user-controlled movement (WSAD), incorporating animations and background music (BGM) using **Unity** and **C#**.