

Melody Chan

EDUCATION⁺¹ (617) 319-9879 | melodyy@bu.edu | <https://melodyy0128.github.io/>

BA/MS Degree in Computer Science

COLLEGE OF ARTS AND SCIENCE, BOSTON UNIVERSITY

SEP 2019 - MAY 2023

Major GPA: 3.84/4.0

Minor in Business Administration and Management

QUESTROM SCHOOL OF BUSINESS, BOSTON UNIVERSITY

SEP 2019 - MAY 2023

Minor GPA: 3.90/4.0

Oracle Certified Professional: Java SE 11 Developer

(Ongoing)

SKILLS

- **Programming Language:** Java, Python, C, Kotlin
- **Android App Development:** Android Studio, Google Cloud APIs, HTTP requests
- **Markup/styling:** Latex, HTML, CSS, Material, Bootstrap
- **Project Management:** Git, GitHub, Agile, Scrum, UML
- **Computer Systems:** Linux, Real-time systems, Embedded systems, Benchmarking
- **Data Science & Machine Learning:** Pandas, Sklearn, Matplotlib, Numpy, NLTK, Seaborn, Data Analysis, Image and Video Computing

CERTIFICATE

Oracle Certified Professional: Java SE 11 Developer

APR 2024

EXPERIENCE

AI Model Trainer

JAN 2024-PRESENT

SCALE AI, INC.

- Participated and provided constructive feedback in peer code reviews based on project requirements and guidelines.
- Assessed the quality of code produced by artificial intelligence, along with providing human-understandable explanations for the evaluations.

Software Engineer Intern

MAY 2023-DEC 2023

BEPSUN NEW BUSINESS SYSTEMS INC.

- Defined APP requirements and functionalities.
- Developed proposals for a product-selling video sharing application, designed to seamlessly integrate with the company's B2B e-commerce system (UCCP).

Researcher

SEP 2022-MAY 2023

BOSTON UNIVERSITY COMPUTER SCIENCE DEPARTMENT

- Improve predictability and efficiency of real-time systems through cache management strategies and memory hypervisors in Linux ARM.
- Manually flash and reboot NVIDIA Jetson TX1 and Xavier modules to set up the systems for research.

PROJECTS

Android Mobile App: PopUpTrip at BOSTON UNIVERSITY

SPRING 2023

- Developed and designed a user-friendly interface using Android Studio and Kotlin which suggests places to visit based on user-specific preferences(location, place types...)
- Frontend: Designed fragment layouts, adhered to Material Design guidelines for components such as AlertDialogs, ListViews, InputTextViews...
- Backend: Implemented navigation between fragments, API HTTP requesting fetching and response handling, access requests for device geo-location, autocomplete searchbars.
- Collaborated with a team of 6 while ensuring efficient project management. Utilized Git for version control and task tracking.

Self-balancing Ball System at BOSTON UNIVERSITY

SPRING 2022

- Implemented a PID controlled feedback-loop system using C, similar to the concept of self-driving vehicles, which self-learns on the ball's physical position and calculates the appropriate amount of force to apply in order to maintain balance.
- Assembled hardware components, including LCD display, LED boards, joysticks, servo motor-controlled platforms, and utilized Linux timers and interrupts to achieve precise control and real-time responsiveness of the system.
- Integrated various peripherals, such as ADC and DAC, servo motor PWM, and signal filtering.