NARON CHEN

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EDUCATION

University of Richmond, Richmond VA   May, 2023
- Cumulative GPA: 3.6, Major GPA: 3.71
- BA in Computer Science, Minor in Data Science & Film Studies
- Honors: Presidential Scholar, Dean's List(Fall 2019 - Spring 2023)

University of Edinburgh, School of Informatics (study abroad)   Jan 2022 - May 2022

SKILL

Language Python, JavaScript/TypeScript, C/C++, Java, SQL, Ruby, R, LaTeX
Technical Full Stack Development, Database, Operating System, Network, Machine Learning
Interests Game Dev, Jazz Piano Improvisation, Volleyball, Cinematography

WORK EXPERIENCE

Bentley Systems - Software Developer Intern   Philadelphia, May 2023 - Aug 2023
- Developing a robust C# API library for streamlined client-side operations
- Constructing a low-latency, event-driven multi-layer standalone .NET application in Windows Forms

Datasteps Inc - Software Engineer Intern   Tokyo, June 2022 - Aug 2022
- Implemented scalable APIs under Agile environment to support a revenue management engine
- Doubled weekly user activities by refactoring components with React/Typescript in company's homepage
- Shortened 15% reduction in engine's response time by monitoring and debugging network performance issues using Linux, then created mock client socket and conducted Unit/Integration tests.

University of Richmond - Algorithm Researcher   Richmond, May 2021 - July 2021
- Developed C++ based testing platform for 100+ hospitals' data
- Raised 50% efficiency for the system by developing a min-cost max-flow algorithm with linear programming

Loopring - Data Analyst Intern   Shang Hai, May 2020 - August 2020
- Produce weekly financial report on most recent cryptocurrency market with data analysis tools in R Studio
- Built a machine-learning ARIMA model for time series forecasting to be part of company's decision model

PROJECTS

Blur ⭘ | **https://blur.school/**   Oct 2022 - Present
- Designed & Developed an anonymous Q&A forum for students
- Deployed on AWS EC2 instance with reverse proxy server using NGINX
- React/Typescript as front-end | implemented performant API endpoints with Express.js at backend
- User authentication through OAuth2.0 | set up Cockroach DB & utilized ORM to perform CRUD
- Implemented admin roles and management API, enabling granular permission control for user management

Chaos Log ⭘ | **https://chaoslog.netlify.app/**   April 2023 - Present
- Habit/Task Tracking Web-App practicing methodologies from Atomic Habits
- 40+ unique active users, handles 1500+ API request weekly along with 150+ Auth Request
- React/javascript as front-end | Supabase's PostgreSQL database as back-end
- Enabled secure Supabase authentication and Row Level Security in the backend

Social Sentiment Stock Prediction Model ⭘   Jan 2023 - Present
- Achieved over 65% accuracy implementing & fine-tuning SVM, KNN and LSTM model
- Performed cleaning, tokenization, feature engineer and sentiment analysis on 4 million tweets with twitter API

Point of Sale System - Garden Cafe Cashier   July 2022 - August 2022
- Built the cashier UI, storage & sales tracking system for a client running a Cafe
- Set up REST API with Ruby on Rails, implemented UI with React/Typescript
- Worked under Waterfall Model, carried out client interviews, design/development and testing/deployment

LEADERSHIP ACTIVITIES

Association for Computing Machinery - Vice President   Jan 2021 - Current
- Built UR ACM website (acmurichmond.github.io) & cs resource website (www.bestcs.dev)
- Organized/Hosted various software development workshops for on-campus students
- Worked as a Scrum Master in the development of a student mental health app using Firebase & Flutter

Game Development Club - Unity Developer & Script Writer   Aug 2021 - Dec 2021
- Participated in play-writing and character design with the team
- Enabled random map generation and battle system design using Unity(C#)