NARON CHEN

44 7883-076-341 & naron.chen@richmond.edu & naronchen.github.io

EDUCATION

University of Richmond, Major GPA: 3.67/4   Richmond, VA(May, 2023)
- Bachelor of Science(Computer Science Major), Business Administration minor (Field of Analytic)
- Honors: Presidential Scholar(Full Academic Scholar), Dean's List(Fall 2019 - Fall 2021)

University of Edinburgh, School of Informatics   Edinburgh, Scotland(May 2022)

SKILL

Github ⓞ https://github.com/naronchen   ‖   **Personal Website** https://naronchen.github.io
Techical   Python, C++, Java, Node.js, Go, HTML/CSS/JavaScript, Kotlin, C#, SQL, R, LaTeX
Course   Machine Learning, Operating System, Network, NLP foundation, Database, Software Development

WORK EXPERIENCE

University of Richmond
Researcher, Liver Allocation Optimization   Richmond, VA (May 2021 - July 2021)
- Established multiple probability models for predicting the operation of the allocation system in 10 years
- Developed C++ based platform for processing/analyzing geographical information of 100+ hospitals and surgery centers, creating/maintaining 10,000+ patients' profiles for events generation and algorithm testing
- Raised 50% efficiency compared to the greedy-like current liver allocation model by developing a Min-cost Max-flow based algorithm combined with linear programming/machine learning related techniques

Loopring
Software Engineer Intern & Assistant of Chief Operating Officer   Remote (May 2020 - August 2020)
- Provided weekly reports about crypto market with assist of multiple independently-developed interactive ML web-app using Numpy/TensorFlow/Sklearn libraries, and used matplotlib/streamlit for presentation
- Built a machine-learning ARIMA model from scratch for time series forecasting to be implemented in company's decision model, also created an ip_address filtering program for clients' side trading communication

ON-CAMPUS ACTIVITIES

Association for Computing Machinery
Education Chair   Richmond, VA (Jan 2021 - Dec 2021)
- Designed and built a website for UR ACM with HTML/CSS/JavaScript (acmurichmond.github.io)
- Organized/Hosted software development workshops for entry/intermediate level on-campus programmers
- Worked as a Scrum Master in the development of a student mental health App along with the mental health department. Used Figma for UI/UX design, established the app through Flutter and Firebase

Game Development Club
Unity Developer   Richmond, VA (Aug 2021 - Dec 2021)
- Participated in playwriting and main character design with the team
- Assisted in Random Map Generation and Battle System Design & Implementation using Unity(C#)

University of Richmond, Math & CS Department
Grader & Tutor   Richmond, VA (Jan 2021 - Dec 2021)
- Classify students' work by quality and progression. Communicates class performance to professor regularly
- Clarify and explain in-class materials, provide guidance to students with their assignments and projects

PERSONAL PROJECTS

Predictious Trading Bot   (August 2021 - Present)
- Developed Quantitative Momentum strategies with neural network using Pytorch to make trading decisions
- Automated bot in cloud via flask app and distributed http requests among major trading websites

Processor Simulation   (Feb 2021 - May 2021)
- Wrote an assembler in C++ that will turn a file containing MIPS assembly into a file that contains hex-encoded machine code then designed a processor in Logisim that will process the encoded instructions
- Created a memory-mapped I/O to processor through a central I/O bus and built an interactive game