NARON CHEN

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EDUCATION

University of Richmond, Major GPA: 3.6   Richmond, VA(Dec, 2023)
- Computer Science Major, Data Science Minor
- Honors: Presidential Scholar, Dean's List(Fall 2019 - Fall 2021)

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

SKILL

Github ⬤ https://github.com/naronchen   **Personal Website** https://naronchen.github.io
Language Python, Javascript, C++, Java, SQL, Ruby, R, LaTeX
Technical Software Development, Operating System, Network, Machine Learning, Database

WORK EXPERIENCE

Datastep Inc ∋ Internship   (Tokyo, June 2022 - Aug 2022)
- Refactored components in company's homepage to enhance cleanliness & efficiency with React/Typescript
- Raised 10% efficiency for company's AI engine of Revenue Management System through debugging several performance issue. Participated in several extensions/tools development of this machine learning engine

University of Richmond ∋ Researcher   (Richmond, May 2021 - July 2021)
- Developed C++ based testing platform for 100+ hospitals' data and utilized probability models for simulation
- Raised 50% efficiency (compared to the greedy-like pervious liver allocation model) by developing a Min-cost Max-flow based algorithm with linear programming/machine learning

Loopring ∋ Internship   (Shang Hai, May 2020 - August 2020)
- Developed multiple interactive ML web-apps using TensorFlow, used matplotlib/streamlit for presentation
- Built a machine-learning ARIMA model for time series forecasting to be part of company's decision model.

ON-CAMPUS ACTIVITIES

Association for Computing Machinery ∋ Vice President   (Jan 2021 - Dec 2021)
- Designed and built a website for UR ACM (acmurichmond.github.io)
- Organized/Hosted software development workshops for entry/intermediate level 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   (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#)

PERSONAL PROJECTS

Point of Sale System, Garden Cafe   (July 2022 - Present)
- Built the cashier UI, storage & sales tracking system for Garden Cafe in Philippines
- Set up REST API, worked with Ruby on Rails as back-end and React as Front-end
- Worked under Waterfall Model, carried out client interviews, design/development and testing/deployment

KLEE Engine Transplant   (June 2022 - Present)
- Implementing KLEE Symbolic Engine from Linux to Windows through Symbolic Execution

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

Processor Simulation   (Feb 2021 - May 2021)
- Wrote an assembler in C++ 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