

NARON CHEN

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EDUCATION

University of Richmond, GPA: 3.6


Richmond, VA (Dec, 2023)

- Major: Computer Science, Minor: Data Science & Film Studies
- 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>

Website <https://naronchen.github.io>

Language Python, JavaScript/TypeScript, C++, Java, SQL, Ruby, R, L^AT_EX

Technical Full Stack Development, Operating System, Network, Machine Learning

WORK EXPERIENCE

Datasteps Inc

Software Engineer Intern

Tokyo, June 2022 - Aug 2022

- Doubled weekly user activities by refactoring components with React/Typescript in company's homepage
- Participated in Modular Programming under Agile environment to support a Revenue Management Engine
- Shortened 15% off Engine's response time by Monitoring and Debugging Network performance issue using Linux. Created a mock client Socket and wrote Unit/Integration tests

University of Richmond

Algorithm Researcher

Richmond, May 2021 - July 2021

- Developed C++ based testing platform for 100+ hospitals' data and utilized probability models for simulation
- Raised 50% efficiency in Liver Allocation Simulation (compared to the greedy-like previous model) by developing a Min-cost Max-flow based algorithm with linear programming/machine learning

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

ON-CAMPUS ACTIVITIES

Association for Computing Machinery

Vice President

Jan 2021 - Current

- 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 Porting

June 2022 - Present

- Transplanting KLEE Symbolic Engine from Linux to Windows

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 CPU in Logisim that process the encoded instructions
- Implemented a memory-mapped I/O to processor through a central I/O bus and built an interactive game