

NARON CHEN

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EDUCATION

University of Richmond, Major GPA:3.71

Richmond, VA (May, 2023)

- Major: Computer Science, Minor: Data Science & Film Studies
- Honors: Presidential Scholar, Dean's List (Fall 2019 - Spring 2023)

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/C++, Java, SQL, Ruby, R, \LaTeX

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

Interests Jazz Piano Improvisation, Volleyball, Directing, Editing, Cinematography

WORK EXPERIENCE

Bentley Systems - Software Developer Intern (upcoming)

Philadelphia, May 2023 - Aug 2023

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% of 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 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 onx 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 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

Script Writer & Unity Developer

Aug 2021 - Dec 2021

- Participated in play-writing and main character design with the team
- Assisted in Random Map Generation and battle system design & implementation using Unity(C#)

PERSONAL PROJECTS

Blur. - Anonymous forum for students

Oct 2022 - Present

- Designed & Developed an anonymous school wise question-answer platform
- Deployed on AWS EC2 instance and connected to domain at <https://blur.school/>
- React/Typescript as Front-end | Express.js as Back-end and implemented all necessary API endpoints
- User authentication through OAuth | set up SQL database in Cockroach DB & utilized ORM to perform CRUD

Social Sentiment Stock Prediction Model

Jan 2023 - Present

- Processed over 4 million tweets using Twitter API for data extraction
- Performed text cleaning, tokenization, feature extraction and applied lexicon-based sentiment analysis
- Achieved over 65% accuracy implementing & fine-tuning SVM model and Neural Network

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

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