NARON CHEN

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EDUCATION

University of Richmond, Cumulative GPA: 3.6   Richmond, VA(May, 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 - Dec 2022)

SKILL

Github ⭕ https://github.com/naronchen   **Personal Website**   https://naronchen.github.io
Language Python, JavaScript/TypeScript, C++, Java, SQL, Ruby, R, LaTeX
Technical Full Stack Development, Operating System, Network, Machine Learning

WORK EXPERIENCE

Datasteps Inc ∋ Internship   (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 ∋ Internship   (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 - May 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 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 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