

NARON CHEN

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EDUCATION

University of Richmond, Major GPA: 3.67/4


Richmond, VA (May, 2023)

- Bachelor of Science (Computer Science), Business Administration and Film Studies Minor
- 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>

Technical Python, C++, Java, Node.js, Go, HTML/CSS/JavaScript, Kotlin, C#, SQL, R, \LaTeX

Course Algorithm, 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 - Present)

- 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 - Present)

- 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

Predictions Trading Bot

(August 2021 - Present)

- Developed Quantitative Momentum & Value investing strategies in Python to assist trading decisions
- Automated bot in cloud and set up http request exchange with 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