

NEO CHEN

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EDUCATION

Carnegie Mellon University, School of Computer Science Pittsburgh, PA
Master of Software Engineering - Scalable Systems | GPA: 4.12 / 4.0 09/2021 – 12/2022
• **Awards & Honors:** First Place -- Student IT Architecture Competition

University of California, Irvine, School of Information and Computer Sciences Irvine, CA
Bachelor of Computer Science | GPA: 3.9 / 4.0 09/2018 – 06/2021
• **Honors:** Dean's Honor, Magna Cum Laude

SKILLS

Programming Languages: Python, Java, Node.js/React.js/TypeScript, C/C++, SQL
Industry Skills: Machine Learning, AWS, Infrastructure as Code, RESTful API, DevOps, Docker, Kubernetes, Scrum

EXPERIENCE

Amazon.com, Inc Irvine, CA
Software Development Engineer Intern 05/2022 – 08/2022
• Created stream-based AWS business intelligence (BI) pipeline, allowing services to send real-time metrics to the data team
• Migrated various Alexa services to the new BI pipeline, shortened their BI data delivery time from 1 day to 5 minutes
• Automated per-service pipeline creation with AWS CDK, eliminating human error and reducing deployment time by 400%

Zoom Video Communications, Inc. San Jose, CA
Backend Software Engineer Intern 06/2021 – 08/2021
• Developed a notification-relay server that monitors Zoom services and provides real-time feedback on potential problems
• Supported the creation of custom filtering & aggregation rules for subscriptions, reducing total notifications by over 80%
• Analyzed received data and created reports based on problem trends, allowing preemptive error detection and prevention

Tencent Computer Systems Co. Ltd. Shenzhen, China
Android Testing Developer Intern 06/2019 – 08/2019
• Participated in the development of testing framework for the WeSee Android app, reducing the need for manual testing
• Learned how to use testing frameworks such as Espresso and utilized them to write simpler, yet more effective test cases
• Improved the scope and efficiency of existing tests cases, increasing coverage rate to 85% and decreasing testing duration

TORCHSTAR CORP Los Angeles, CA
Software Engineer Intern 06/2018 – 09/2018
• Developed a dedicated SQL product database and its access client, allowing hassle-free querying and editing of products
• Automated manual database-related tasks using predefined database scripts, improving efficiency of warehouse operations
• Programmed a series of data-analysis tools using Excel, allowed the analysis of discrepancies caused by manual mistakes

PROJECTS / RESEARCH

Zobot: Chat Bot with Natural Language Processing ([link](#)) AI @ UCI | 10/2020 – 02/2021
• Developed an AI that can understand and respond to typed messages using natural language processing (NLP) technology
• Implemented tokenizer and stemmer to preprocess messages; then used NLP to categorize messages into predefined intents
• Used the Discord interface to establish communication between the NLP network and Discord chat users

Note-zart: Deep Learning Music Generation ([link](#)) CMU | 12/2021 – 05/2022
• Developed and trained various models (mainly RNNs, transformers) to generate MIDI, classical-style sheet music
• Explored various datasets, preprocessing methods, model configurations, and encodings to achieve a more optimal model