

# Patrick Chen

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## EDUCATION

### Cornell University, College of Engineering

*Candidate for Bachelor of Science*

**Ithaca, NY**

*Expected May 2024*

- Major: Computer Science | Minor: Math
- Cumulative GPA: 3.5
- Relevant Coursework: Analysis of Algorithms, Machine Learning, OOP and Data Structures, Data Structures and Functional Programming, Discrete Structures, Python, Linear Algebra, Multivariable Calculus, Digital Logic and Computer Organization

## EXPERIENCE

### Pegasystems

*Incoming Software Developer Intern*

**Remote**

*May 2022-August 2022*

### U4Ea

*Software Developer Intern*

**Remote**

*December 2021-January 2022*

- Generated a database of over 2500 synonyms for a text mood analyzer by web scraping using Python and BeautifulSoup
- Automated scoring of large pieces of media such as articles and song lyrics by developing a scoring system using Python
- Employed natural language processing to compute relevant heuristics based on user inputted song names using Genius API

### The Wardrobe

*Backend Developer*

**Ithaca, NY**

*September 2021-May 2022*

- Implemented a database for creating/managing users and processing 200+ orders per semester using Node.js and SQL
- Staffed winter pop-up shop which distributed free professional clothing and winter clothing to 300+ Cornell students

## PROJECTS

### Stabler Coin: Cornell FinTech Club x Avalanche Hackathon

*April 2022*

*Javascript/Blockchain*

- Stabler Coin is an over-collateralized, decentralized, and diversified stable coin that pays users interest simply for owning coins
- Worked in a team of four to create a smart contract and mint a token using Solidity for use on a MetaMask compatible website
- Focused on developing the frontend of the web applications using React.js/TailwindCSS and displaying filler data using charts

### Risk

*February 2022-May 2022*

*OCaml*

- Implemented a terminal-based version of the popular board game Risk, allowing for local play for up to four players at a time
- Spearheaded the development of the fortify portion along with assisting with the attack stage and control line output/user input
- Created a dynamic GUI using Bogue to display the changing territory troop count and owners based off the terminal game state

### My Journal

*January 2022-April 2022*

*Full Stack Development*

- A web application that allows users to create an account and then create private or public journal entries that other users can see
- Individually created the frontend and backend using the MERN (MongoDB, Express.js, React.js, Node.js) stack
- Secured user account information in a database using MongoDB Atlas and bcrypt.js to prevent tampering with passwords

### Big Red Talks

*January 2022*

*Backend Development*

- Mobile application that connects verified Cornell students to a live campus-wide chatroom where they can interact with others
- Developed a RESTful API to host different users and messages using Node.js, Express.js, Mongoose, and MongoDB Atlas
- Deployed the backend as a live server using Heroku for use on multiple devices and live communication with the frontend

## SKILLS & INTERESTS

Languages	Java, Python, Javascript, OCaml, HTML/CSS
Technologies	Node.js, React.js, Express, MongoDB, Git, Postman, BeautifulSoup, VSCode
Activities	The Wardrobe, Cornell Computer Reuse Association