

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, Number Theory, Python, Linear Algebra, Multivariable Calculus

EXPERIENCE

Pegasystems

Software Developer Intern

Remote

May 2022-August 2022

- Enhanced user experience by decreasing latency and implementing features such as landing pages and responsive displays
- Implemented Agile/Scrum methodology and participated in the development of business requirements into user stories
- Increased maintainability by designing unit tests and validating bugs on features produced for the Customer Decision Hub

U4Ea

Software Developer Intern

Remote

December 2021-January 2022

- Automated scoring of large pieces of media such as articles and song lyrics by developing a sentiment analysis program
- Generated a database of over 2500 synonyms for a text mood analyzer by web scraping using Python and BeautifulSoup
- 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

- Improved scalability and maintainability by assisting in rebuilding a website to allow Cornell students to place and track orders
- Implemented a database for creating and managing users and processing 200+ orders per semester using Node.js and Express
- Staffed a winter pop-up shop which distributed professional and winter clothing to 300+ Cornell students free of charge

PROJECTS

Stabler Coin: Cornell FinTech Club x Avalanche Hackathon - Javascript/Blockchain

April 2022

- Assisted in launching Stabler Coin, an over-collateralized, decentralized, and diversified stable coin that pays users interest
- 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 data using charts.js

Risk - OCaml

February 2022-May 2022

- 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 - Full Stack Development

January 2022-April 2022

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

Big Red Talks - Backend Development

January 2022

- Built a mobile app 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 for live communication with the frontend

SKILLS & INTERESTS

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