Patrick Chen

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EDUCATION

Cornell University, College of Engineering   **Ithaca, NY**
Candidate for Bachelor of Science   *Expected May 2024*

- Major: Computer Science | Minor: Math
- Cumulative GPA: 3.7
- 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   **Remote**
Incoming Software Developer Intern   *May 2022-August 2022*

U4Ea   **Remote**
Software Developer Intern   *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   **Ithaca, NY**
Backend Developer   *September 2021-Present*

- 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-Present*
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 Python GUI 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, Cornell ChemE Car