

Raymond Chen

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GitHub: [rayc6564](https://github.com/rayc6564) | Portfolio: rayc6564.github.io

EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science

Atlanta, Georgia

Expected Graduation, May 2027

- **Concentrations:** Intelligence-System/Arch
- **Current GPA:** 3.80/4.0
- **Related Coursework:** Programming Problem Solving I, Programming Problem Solving II

SKILLS

- **Programming:** Java, Python, HTML/CSS, JavaScript
- **Tools:** IntelliJ, Visual Studio Code/Visual Studio, Thonny, PyCharm

EXPERIENCE

Chopsticks China Bistro

Cashier, Driver, Food Bagger

Marietta, Georgia

Apr 2019 – Present Day

- Take care of the customers that comes in to order or any customers that has their order messed up
- Deliver foods during busy hours of the restaurant as instructed by manager
- Help bag foods or take care of anything that requires assistance in the kitchen

Pet Sitting

Individual Caretaker

Atlanta, Georgia

May 2015 – May 2018

- Provide care for the pets, including administering medications
- Ensure the pets has received adequate attention and activities such as exercising if its an outdoor pets

House and Lawn Care

Team Leader

Marietta, Georgia

Jun 2015 – Aug 2018

- Cleaned houses with friends part-time.
- Help cut lawns with owner or friends along with house cleanings
- Helped set up furniture in yard or any work that involves carrying large and heavy containers and objects

PROJECTS

College GPA Calculator – HTML/CSS, JavaScript

Individual Creator

Marietta, Georgia

May 2024 – August 2024

- Developed a **web based** tool that utilizes **localStorage** for storage and retrieval of user data such as GPA and current grade details
- Implemented a **tracking functionality** which enabled the users to **monitor** their **overall GPA** by inputted the GPA they have received for each class
- Developed a **grade monitoring system** which allows users to enter in their grades for each assignment or exam within a class which will calculate what their standing is in the class
- Created a bonus tool that enabled user to determine the required score they would need to get on a final based on its weight and current class standing

Top Down Shooter – Pygame/Python

Individual Creator

Marietta, Georgia

June 2023 – August 2023

- Developed a top-down shooter game, which implementing player movement, shooting mechanics and the **enemy AI**, which will **follows** where the user go
- **Implement a dynamic difficulty system** that will increase the number of enemy each round
- Created a **simple UI system** that has a real time health bar for the player and an invisible health bar for the enemy, as well as an ammo count, kill tracker, and a high score feature that will be kept as long as the program is running

Zombie Shooter - Pygame/Python

Individual Creator

Marietta, Georgia

December 2022 – May 2023

- Developed a side-to-side zombie shooter game that has player controls, enemy AI, and collision detection
- Designed an intuitive **UI** feature that shows real time health tracking, ammo management, and kill count display
- Implemented a **difficulty system** that will spawn random enemy and each with a health count