

# Raymond Chen

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## EDUCATION

### Georgia Institute of Technology

Bachelor of Science in Computer Science

Atlanta, Georgia

Graduation: May 2027

- **Concentrations:** Cybersecurity/Privacy - Intelligence
- **Related Coursework:** Computing In Python, Object Oriented Programming in Java, Data Structure & Algorithms, Objects and Design

## TECHNICAL SKILLS

- **Programming Language:** Java, Python, JavaScript, C, HTML/CSS
- **Framework & Libraries:** React, Express, Pygame
- **Tools:** Git, GitHub, MongoDB, IntelliJ, Visual Studio Code, PyCharm, Android Studio

## PROJECTS

### WanderSync - Java

Android Developer

Atlanta, Georgia

August 2024 – December 2024

- Designed and enhanced an Android App with Firebase integration in Java that supports **user registration, authentication, and collaborative trip** planning for over **100+** users
- Enabled users to plan trips by managing dining reservations, accommodations, and trip durations while also inviting other users to view and contribute to travel logistics
- Built real time features that handles well over **100** trip entries for efficient planning and record-keeping
- Integrated the **MVVM** architecture and applied design patterns such as **SOLID** and **GRASP** for scalability and maintainability leading to **25%** reduction in development time for newer features

### College Calculator – HTML/CSS, JavaScript

Web Developer

Marietta, Georgia

May 2024 – August 2024

- Developed a web application leveraging **LocalStorage** for data handling and JavaScript for **Dom Manipulation**, benefitting well over **20+** college students
- Integrated a cumulative GPA calculation using JavaScript, allowing users to input and track over **50+** classes
- Designed and implemented a dynamic grade monitoring system allowing users to assess their academic standing in real time based on the input scores which lead to about **15%** increase in users

### Top Down Shooter – Pygame/Python

Game Developer

Marietta, Georgia

June 2023 – August 2023

- Developed a top-down shooter game, which implementing player movement, shooting mechanics and over **10 enemy AI**, which will follow where the user goes
- Implemented a **dynamic difficulty system** that will increase the number of enemies each round, increasing user engagement by **20%**
- Created a **UI system** that has a real time health bar for the player, as well as an ammo count, kill tracker, and a high score feature that will be kept if the program is running leading to an additional **10%** increase in engagement

## WORK EXPERIENCE

### Chopsticks China Bistro

Cashier, Driver

Marietta, Georgia

Apr 2019 – Present

- Provide customer service by assisting customers with placing orders and resolving any issue with their order for an average of **30+** customers per shift
- Deliver food orders during peak hours, ensuring timely service by **15%**
- Assist in the kitchen by bagging and preparing orders, allowing workflow efficiency

### House and Lawn Care

Team Leader

Marietta, Georgia

Jun 2021 – Aug 2023

- Performed part-time residential cleaning services collaboratively with a team for over **10+** clients
- Supported and lead a team of 5 to maintain lawns while assisting the owner with furniture setup and transportation of large, heavy items