# **Raymond Chen**

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## **EDUCATION**

#### **Georgia Institute of Technology**

Atlanta, Georgia

Bachelor of Science in Computer Science

Graduation: May 2027

- o Concentrations: Cybersecurity/Privacy Intelligence
- Related Coursework: Computing In Python, Object Oriented Programming, Data Structures & Algorithms, Objects and Design, Computer Organization & Programming

## TECHNICAL SKILLS

- Programming Language: Java, Python, JavaScript, HTML/CSS
- Tools: Git, GitHub, React, IntelliJ, Visual Studio Code, PyCharm, Android Studio

# **EXPERIENCE**

**Chopsticks China Bistro** 

Marietta, Georgia

Cashier, Driver 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
- Ensure timely delivery during peak hours, reducing delivery times
- Assist in the kitchen by bagging and preparing orders, allowing workflow efficiency

#### WanderSvnc – Java (Android SDK)

Atlanta, Georgia

Android Developer

August 2024 – December 2024

- Designed and created an Android App using Java and Firebase, enhancing user experience
- Collaborated with a team of 3 backend developers to integrate Firebase for real-time database management to allow accurate tracking of reservation and accommodation
- Integrated the MVVM architecture and applied design patterns for maintainability and reducing development time for future scalability

#### College Calculator – JavaScript, HTML/CSS

Marietta, Georgia

Web Developer

*May 2024 – August 2024* 

- Developed a web application using JavaScript **Dom Manipulation** that allows students to track their cumulative GPA and add unlimited amount of classes
- Designed and implemented a real-time grade monitoring system allowing users to assess their academic standing in real time based on the input scores
- Integrated LocalStorage to save and persist user data resulting in a 70% increase in returning users
- Conducted testing with 20 students, achieving a 85% satisfaction report with the functionality

## Top Down Shooter - Python

Marietta, Georgia

Game Developer

June 2023 – August 2023

- Developed a top-down shooter game, which implementing player movement, shooting mechanics and multiple enemies, which will follow where the user goes
- Implemented a dynamic difficulty system that will increase the number of enemies each round by 5 times
- 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

#### **House and Lawn Care**

Marietta, Georgia Jun 2021 - Aug 2023

Team Leader

Led a team of 5 in lawn care, ensuring 100% client retention through excellent service

Collaborated on cleaning service as well as moving and installing furniture for over 20+ clients