

Andy Chen

678-670-2138 | andy.chen2387@gmail.com | github.com/rekoj16 | Atlanta, GA

EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science | GPA: 3.53

Atlanta, GA

Expected May 2025

Threads : Information Internetworks and Media

Honors : Dean's List, Zell Miller Scholar

PROJECTS

Dungeon Game | *Android Studio, Java, Agile, Git, GitHub*

August 2023 – Present

- A semester-long team-based project in CS 2340(Objects and Design) using Agile Methodology.
- Implemented tilemaps and collision detection into the system to enable seamless screen navigation, all while adhering to the Model-View-ViewModel (MVVM) architecture pattern.
- Workflow modifications or assignments are managed via Trello

Word Ladder | *Front-end, SwiftUI, Xcode, Firebase, Git, GitHub, Figma*

August 2023 – Present

- Users play against each other and have to type a new word based on the last letter of the other player's word
- Responsible for developing the frontend, contributing to screen creation, and designing the application.
- The application follows the MVVM architecture pattern to maintain a clean separation between the application logic and UI
- Enabling peer connectivity in a multiplayer gaming environment with Firebase integration.

Accelerating Materials Discovery with AI | *Python, Basecamp, MatDeepLearn, Git*

August 2023 – Present

- Finding new materials to serve as the next generation catalysts, batteries, solar cells, superconductors, or electronic devices can potentially transform our lives and society.
- Teamed up with a sub-team of 12 individuals to train the QM9 datasets while collecting new datasets
- Organize meetings and assign tasks using Slack and Basecamp as a part of Georgia Tech's selective Vertically Integrated Projects program to ensure deliverables are met

Personal Website | *JavaScript, HTML, CSS, VS Code, Git, GitHub*

June 2023 – Present

- <https://rekoj16.netlify.app>
- Self-teaching with tutorials as a guide

CheftGPT | *Front-end, SwiftUI, Xcode, Figma, Git, GitHub*

February 2023 – May 2023

- Utilized SwiftUI to develop the entire application, ensuring an enjoyable user experience for clients to manage their recipe lists and apply search filters effortlessly
- Designed individual recipe cards, each meticulously tailored to include all the necessary information based on the user's provided ingredients, and implemented the filtering functionality
- Used Figma for the purposes of design and collaborative work

Skip'N Sit | *Team Leader, Full Stack, Java, Android Studio, Git, GitHub*

February 2022 – February 2022

- Developed a software solution to enhance the check-in process for seamless entry at major event venues.
- I spearheaded camera integration, screen navigation, and debugging while providing leadership, ensuring the successful development of mobile applications
- Teamed up with a group of four individuals to ensure a seamless user experience, effectively managing the flow of attendees

TECHNICAL SKILLS

Languages: Java(Advanced), C(Basic), JavaScript(Basic), HTML(Basic), Swift(Basic)

Developer Tools: VS Code, IntelliJ, Eclipse, Android Studio, XCode

Concepts: Object-oriented Programming, Data Structures and Algorithms

Version Control: Git