Andy Chen

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EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computer Science | GPA: 3.68   *Expected May 2025*

Threads : Information Internetworks and Media   **Honors** : Faculty Honors, Dean's List, Zell Miller Scholar

Coursework: Object and Design, Data Structures and Algorithms, Computer Organization and Program, Computer Graphics, Computer Systems and Networks

EXPERIENCE

Technology Intern   August 2023 – December 2023
David Dong Enterprise LLC   *Calhoun, GA*
- Provided part-time technical support, troubleshooting, and assistance to ensure smooth technology operations within the retail trade
- Demonstrated programming proficiency in HTML and CSS, using web development skills to enhance the organization's online presence

PROJECTS

Accelerating Materials Discovery with AI | *Python, Basecamp, MatDeepLearn, Git*   August 2023 – Present
- Investigating novel machine learning architectures, specifically emphasizing graph neural networks, to efficiently capture spatial and chemical information
- Worked with a sub-team of 12 individuals to train the QM9 datasets while collecting new datasets
- Achieved a significant improvement by lowering the initial test error from 0.36 to an impressive 0.15, reflecting a remarkable 58.33% enhancement through a combination of hyperparameter tweaking and innovative strategies

Dungeon Game | *Android Studio, Java, Agile, GitHub*   August 2023 – December 2023
- Guided the team through the project lifecycle, ensuring adherence to Agile principles and timely delivery
- Implemented tilemaps and collision detection systems to enable seamless screen navigation while adhering to the Model-View-ViewModel (MVVM) architecture pattern
- Managed workflow modifications and assignments through Trello

Word Ladder | *Front-end, SwiftUI, Xcode, Firebase, GitHub, Figma*   August 2023 – December 2023
- Conceptualized and developed a dynamic multiplayer word game where users engage by typing words based on the last letter of the opponent's entry
- Led the front-end development, actively participated in screen creation, and played a key role in implementing the design of the game screens for an engaging user experience
- Implemented the MVVM architecture pattern to ensure a clean separation between application logic and UI, enhancing maintainability

CheftGPT | *Front-end, SwiftUI, Xcode, Figma, GitHub*   February 2023 – May 2023
- Provided leadership in the development of a user-centric application using SwiftUI, emphasizing an enjoyable experience for clients managing recipe lists with seamless search filters
- Led the design process, crafting individual recipe cards with meticulous attention, ensuring each card accommodates essential information from user-provided ingredient lists

Skip'N Sit | *Team Leader, Full Stack, Java, Android Studio, GitHub*   February 2022
- Developed a software solution to enhance the check-in process for seamless entry at major event venues
- Spearheaded camera integration, screen navigation, and debugging while leading the team and ensuring the successful development of mobile applications
- Worked with a group of four individuals to ensure a seamless user experience, effectively managing the flow of attendees

TECHNICAL SKILLS

Languages: Java, C, HTML, CSS, C++, JavaScript, SQL, GLSL, Python, Swift, LaTex
Developer Tools: VS Code, IntelliJ, Eclipse, Android Studio, React, XCode, GitHub, Figma, Docker
Skills: Leadership, Communication, Collaboration, Creativity, Critical Thinking, Empathy