# **Richard Chen**

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#### OBJECTIVE

To intern as a Software Engineer where I will utilize my skill set to build applications that will benefit the company in the future. I am a fast learner and an excellent communicator and team player.

## EDUCATION

University of California, Irvine | B.S. Computer Science | Major GPA – 3.84/4.0

June 2020

Relevant Coursework: Data Structure Implementation and Analysis • Programming in C/C++ as a Second Language • Intermediate Programming (Python) • Programming with Software Libraries (Python) • Introduction to Software Engineering • Linear Algebra • Discrete Mathematics for Computer Science • Probability and Statistics for Computer Science

## EXPERIENCE

#### ICS Lab Tutor | UCI ICS Department | Irvine, CA

March 2018 - Present

- Tutor for the following courses: Programming with Software Libraries
- Hosting lab sessions to debug students' code for course projects and teach concepts regarding paths and directories, network protocols, APIs, classes, and graphical user interfaces

## Mathematics Tutor | Self-Employed | Irvine, CA | San Jose, CA

June 2017 - Present

- Improving fundamental concepts to ensure students understand ideas at a high level
- Planning lessons for 5th and 6th grade curriculum

## - TECHNICAL SKILLS

**Proficient:** C++, Python, HTML, CSS, Linux (Bash)

Intermediate: C

Frameworks: SQL, Bootstrap

Programming Environments: Vim, Sublime Text 3, Atom, IDLE, Eclipse, Visual Studio

## PROJECTS

#### MapQuest | Python

May 2017 - May 2017

- Delivered up-to-date data on navigation routes, travel time, travel distance, coordinates, and elevation by using the MapQuest API to extract statistics from JSON schema

# **Connect Four |** Python

April 2017 - April 2017

- Established a client-server connection using the HTTP protocol, utilizing game logic to allow play between client and AI

## Othello | C++ | Python

April 2018 - May 2018

- Created an Othello AI using a recursive depth-first search implementation
- Developed a graphical user interface of an Othello game using Python's tkinter library

Personal Website June 2018 - July 2018

- Built personal website from scratch using HTML and CSS, using Bootstrap to create more responsive features
- Used simple design to display both personal and professional life

#### — ORGANIZATIONS

# **ACM (Association for Computing Machinery)** | University of California, Irvine

Fall 2016 - Present

- Practice weekly tech interview skills and algorithms

# Alpha Phi Omega | University of California, Irvine

Fall 2017 - Present

- Co-ed National Service Fraternity developed on the principles of leadership, friendship, and service
- 20+ hours of community service completed individually every term
- As Recording Secretary, delivered timely meeting minutes after weekly meetings