Kevin Chen

EDUCATION

Queens College, CUNY   **Flushing, NY**
BA in Computer Science, GPA: 3.7/4.0   Expected Graduation May 2025
Relevant Coursework: Data Structures & Algorithms, Object Oriented Programming in C++ and Java,
Computer Organization and Assembly Language, Computer Architecture, Theory of Computation

CUNY Tech Prep   **Virtual**
Incoming student studying Full Stack Web Development   May 2025

University at Buffalo   **Buffalo, NY**
Bs in Electrical Engineering, GPA: 3.6/4.0, Magna Cum Laude   May 2021

SKILLS

Programming: Java, Python, C, C++, HTML, CSS, Javascript, MATLAB, VHDL
Applications and Technologies: GitHub, Bash, PyTorch, Simulink, Xilinx Vitis and Vivado

EXPERIENCE

Research Foundation of CUNY   **New York, NY**
Research Assistant under Dr. Jun Li   Jan 2024 – May 2024
- Collaborated with a team on a project tackling data transfer to improve the speed of worker and master communication time by up to 30% in a distributed system
- Tested proof-of-concept algorithms under various bitstream conditions using pretrained models from libraries such as PyTorch, TensorFlow, and Hugging Face
- Provided visual representation using tables and graphs of the algorithm's runtime analysis given various input conditions as well as testing in different programming languages

GlobalFoundries   **Malta, NY**
Integration Engineer   June 2021 – May 2023
- Integrated first time product into manufacturing system with volume of over 20k wafers
- Managed group of older products and updated recipes to improve ship yields by 5%
- Awarded spotlight recognition for coordinating with engineering module teams in locating and preventing over 800 wafers from being scrapped during a power event
- Coordinated with other engineering modules such as Lithography, Etch, and Quality on experimental projects such as cost reduction and process improvement

PROJECTS

Pong Game, GitHub
- Built Pong game in Java using JFrame from Java Swing library and using KeyEvents from Java AWT library and included features such as playing versus a computer or having 2 players

Reddit to Discord Bot, GitHub
- Created a Discord bot in Python to pull weekly game information off Reddit using the Python Reddit API Wrapper (PRAW) which then posts it into a Discord channel for eight other members

Recreating Atari Asteroid Game on FPGA, GitHub
- Programmed with C language in Vitis to recreate Asteroid game onto a Zybo Z7 board and implemented features such as score tracker and player life counter