VICTOR CHI

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SOFTWARE ENGINEER

Undergraduate degree in Cognitive Science w/ Specialization in Machine Learning & Neural Computation and Data Science at the University of California, San Diego. Seeking a position as a Software Engineer to leverage strong programming and organizational skills to ensure the quality of large-scale applications.

EDUCATION

BS   University of California San Diego - Revelle   09/2017-03/2021
        Cognitive Science w/Specialization in Machine Learning and Neural Computation
        Minor in Data Science
        GPA 3.48

Courses Taken:
Principles of Data Science, Statistical Methods, Linear Algebra, Theoretical Foundations of Data Science 1 & 2, Vector Calculus, Data Structures, Advanced Data Structures, Supvr/Mach Learning Algorithms, Data Analysis & Inference, Graph Theory, Deep Learning/Neural Networks, Databases, Data Mining

WORK EXPERIENCE

AR-NOC Lab
University of California, San Diego
08/2019 – 10/2019
- Our lab aims to successfully train our Google Coral boards using machine learning algorithms to detect wildfires and humans in the forests of California. It will act as an early warning system.
- Used Coral Posnet to make users anonymous since it will be implemented in public areas, so it will protect their identity when they are in the view of the camera
- Analyzed code for system testing and debugging of edge cases

PROJECTS

Ants vs. Bees
05/19-06/19
- Created my own version of Plants vs Zombies in Python to practice game development and object-oriented programming in Sublime
- Implemented an original stacking system which allows the user to place units on top of each other to make the units stronger
- Practiced implementing doctests to test the game for edge cases

Mannaz
12/19 - Present
- Created original multiplayer game that takes elements from tower defense, mobas, and autochess in a team of three, and used git for version control
- Programmed using C# in Microsoft Visual studios and game development in Unity
- Projecting to have a playable game published on the app store by 2020

COMPUTER SKILLS/ LANGUAGES

Programming: Python, Java, C#, PostgreSQL, C++, R, React
Packages/Version Control: NumPy, Matplotlib, Sklearn, XGBoost, Git, Pandas, Pytorch
Environments: IntelliJ, Sublime, RStudio, Jupyter, Unity, Microsoft Visual Studios, Data Grip
Platforms: Windows and Linux