

Bowen Cheng

773.943.0056 | bowencheng@u.northwestern.edu | [Linkedin](#) | [Github](#) | [Website](#)

EDUCATION

Northwestern University

Evanston, IL

M.S. in Computer Science and B.S. in Computer Science, GPA: 3.98/4.0

Expected: June 2027

Coursework: Distributed Systems, Operating Systems, Networking, Databases, Machine Learning, Deep Learning, Microcontroller System Design, Computer Security Systems, Scalable Software Architectures, Probability, DSA

EXPERIENCE

Medline Industries

Northfield, IL

Incoming Software Development Intern

Starting June 2025

Aqualab

Evanston, IL

Undergraduate Research Assistant

March 2025 - Present

- Architected and deployed Splashv2, a fully reproducible, config-driven traceroute ingestion pipeline with Dagster, Docker Compose, ClickHouse, and Grafana, reducing researcher setup time from days to under one hour
- Enabled scalable ingestion, processing, and annotation of 1.6M+ RIPE Atlas traceroutes with IPInfo enrichment
- Accelerated traceroute geolocation by 86% through multi-core parallelization and optimized data workflows

Climate Action Evanston

Evanston, IL

Full Stack Developer

December 2024 - June 2025

- Designed and implemented the database schema using Supabase to model and store environmental metrics
- Integrated the React frontend with a Node.js backend to enable dynamic rendering of data on public-facing webapp

Northwestern Institute on Complex Systems

Evanston, IL

Undergraduate Research Assistant

December 2024 - June 2025

- Engineered a low-latency LED control system in C to study coupled oscillators in firefly populations, integrating a laptop, Raspberry Pi, and addressable LEDs to enable precise, real-time dynamic lighting sequences
- Designed a data pipeline from laptop to Raspberry Pi via UDP over an Ethernet cable, achieving sub-5ms latency
- Developed simulations to replicate firefly flashing patterns, enabling experiments such as mirrored firefly behavior

GHY Impact Capital

Chicago, IL

Software Engineering Intern

July 2024 - September 2024

- Designed AI-powered chatbot using GPT models and Retrieval-Augmented Generation to answer customer FAQs
- Created an automated, AI-based version control summary system, simplifying workflows for software developers

PROJECTS

Privacy Backplane Distributed System @ Prescience Lab | Rust

June 2025

- Built core daemon logic for Privacy Backplane Distributed System, enabling real-time policy enforcement and coordination across nodes running in trusted execution environments, supporting messaging and peer discovery
- Parsed UWB sensor data into (x, y, z) coordinates and broadcasted locations over libp2p for real-time user tracking
- Implemented event-driven messaging with custom structs to launch distributed DAG queries across peer nodes

Pokefantasia | AWS, Docker, HTML/CSS, Javascript

December 2024

- Built a full-stack web application with serverless backend architecture, enabling users to upload JPEG images for Pokémon type classification, type transformations, or style transformation, generating customized outputs
- Trained and deployed a custom Vision Transformer model on Google Colab to AWS for image classification
- Deployed API endpoints using AWS API Gateway to handle user requests, leveraging Lambda for distributed computation, S3 for image storage, RDS for managing user data, and ECR for dependency management

TECHNICAL SKILLS

Languages: Python, C, C++, Java, SQL, HTML/CSS, Racket, TypeScript, Rust, Go

Frameworks: React, Node.js, pandas, NumPy, Matplotlib, OpenCV, Tailwind CSS, Dagster

Developer Tools: Git, AWS, VS Code, GitHub Actions, Docker