Wesley Chen

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EDUCATION

University of California, San Diego

La Jolla, CA

M.S. Computer Engineering '22 | B.S. Computer Engineering '21 | Music Minor

September 2017 – Anticipated June 2022

• Cumulative GPA: 3.9

Provost Honors: Winter 2018 – Winter 2021

PROGRAMMING SKILLS

Java | Python | C/C++ | Objective-C | PyTorch | SQL | JavaScript | ReactJS | React Native | Assembly | HTML | CSS | JUnit | Git | proto3 | SystemVerilog | Verilog | AWS | Mockito | Spring | NodeJS | PostgreSQL | MATLAB | Figma | Windows | Linux

WORK EXPERIENCE

Snap Inc.

Santa Monica, CA

iOS Software Engineering Intern, Games/Minis Features

June 2020 – *September* 2020

- Working in Objective-C for iOS to develop features and fix bugs in the Games/Minis Platform on the Snapchat application
- Onboarded Snippets (Games/Minis stickers) to a new internal framework to allow for saving Snippets to Memories
- Implemented game share optimizations of pre-selecting recipients in share flow, resulting in increased share volume by 20%
- Developed new unified share card design for Games/Minis available to the 200+ million daily active users of Snapchat

• Implemented the Games/Minis Tray (rocket icon) button with deep linking functionality available in user profile chat bars

Amazon.com

Seattle, WA

Software Development Engineering Intern, Chaos Engineering

June 2019 – September 2019

- Developed using Java Agents a new method of binding Gremlin application-level failure injection types to services, reducing burden to onboard services with Gremlin by 90% (10 hours to 1 hour), providing a total savings of 1.5k+ developer hours
- Contributed to development in maintenance and addition of new features of Chaos Engineering
- Contributed to internal Java Agent framework utilized across the company (AWS X-Ray, internal tooling, testing)

Vocera Communications San Jose, CA

Intern, Test Engineer

June 2018 – September 2018

- Fixed functionality issues and improved 25+% performance of the Selenium/Python test suite for the Web Console automation Agile Scrum project; recognized by VP R&D, CTO and CEO
- Developed new Selenium/Python automation scripts for testing Web Console and Voice Server interactions on Windows OS
- Designed and developed Voice Command Locale Pack Tool for test engineering; first tool to support different Locale Packs
- As assistant to SW Director, developed Excel VBA automated visualization and analytics from JIRA bug tracking dataset

Qualcomm Institute, UCSD College of Engineering

La Jolla, CA

Web Developer

April 2018 – *March* 2019

- Designing and developing the institution portal with the ReactJS framework in JavaScript, HTML, and CSS.
- Developing web apps for annual workshop for the Information Theory and Applications Center at <u>ita.ucsd.edu/ws/</u>

PROJECTS

"build-a-website" Course at Mar Vista High School, United Women of East Africa

March 2019 – Present

- Lead a team to create a course intended to teach students more about computer science at tritonse.github.io/build-a-website
- Course teaches students how to use HTML, CSS, Bootstrap, and JavaScript to create their own professional websites

RELEVANT COURSEWORK AND SKILLS

AWS Certified Cloud Practitioner | Deep Learning (PyTorch) | AI: Search, Reasoning, Optimization | Computer Architecture (Assembly, SystemVerilog) | Computer Security | Operating Systems | Database System Principles (SQL) | Brain Computer Interfaces | Algorithms | Advanced Data Structures (C++) | Software Engineering (React Native, Agile) | Interaction Design | Circuits and Systems | Analog Design | Data Science (Python) | Engineering Probability & Statistics

LEADERSHIP

Triton Software Engineering (TSE)

La Jolla, CA

President, Vice President - External, Developer

January 2018 – Present

• Oversaw the development of a \sim 70 member student organization aimed to impact the community by offering pro-bono technical services to 15+ non-profit organizations, as well as hosting workshops and programs for computer science education.