Kenny Chen

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Education

University of Toronto

Honours Bachelor of Science in Computer Science, Co-op

Expected December 2025

Work Experience

The Score Media and Gaming, Inc.

May 2022 - December 2022

QA Automation Engineer Co-op

Toronto. ON

- Engineered automated testing scripts in Kotlin leveraging Appium and JUnit, to enhance testing efficiency for Android and iOS mobile applications
- Pioneered the adoption of Selenium Webdriver for automating web application testing, achieving 100% automation of smoke test suites and improving regression testing for the platform by 5% per sprint
- Deployed and monitored automation test reporting and monitoring through **Jenkins**, and reported testing results to development and QA teams, contributing to informed decision-making in release meetings

Projects

Systemwise.ca | MongoDB, Express, Angular, Node.js, TypeScript, GCP, Nginx, LangChain

May 2024 - Present

- Engineered schemas for objects in MongoDB database, integrated seamlessly with front-end application by implementing **RESTful** API endpoints
- Implemented access control using cookie-based authentication, integrating OAuth2.0 for a seamless auth experience
- Prompt engineered back-end worker process to implement a robust, accurate AI grading system based on **Generative** AI, interacting with LangChain to make requests to OpenAI's API
- Deployed application on Google Cloud Platform, Implemented and managed a reverse proxy setup using Nginx and **Docker**, efficiently routing network traffic and improving system scalability

LiteMacros | TypeScript, PostgreSQL, React Native, Express, iOS, Android

August 2024 – Present

- Designed and engineered a full-stack Android and iOS mobile application in React Native enabling users to log daily macro-nutrient intake.
- Engineered database schemas for **PostgreSQL** and interacted with database using RESTful **Express** APIs to efficiently manage user data, foods, and macro-nutrient information.
- Composed and managed technical documentation to ensure streamlined, unambiguous development process.
- Collaborated in a team of 3 to execute the project in iterative sprints, aligning with **Agile Methodologies**.

LangchainJS | TypeScript, Open Source, Generative AI

October 2023 – November 2023

- Engineered Memory modules in the LangChainJS open-source library, enabling 1,000,000+ developers to store past transactions with Generative AI Agents in memory based on native tokenization mechanisms
- Designed and implemented unit tests ensuring module reliability, and collaborated with maintainers to ensure code meets functional and stylistic requirements
- Improved technical documentation, enhancing code maintainability, facilitating onboarding processes for developers.

PintOS \mid C, Operating Systems

May 2023 – August 2023

- Implemented thread synchronization by integrating priority donation, improving process scheduling efficiency and reducing response times.
- Engineered exponential file growth by optimizing file pointer management, enabling dynamic file expansion.
- Optimized memory management by implementing on-demand paging with LRU algorithm, reducing page faults and enhancing system responsiveness.
- Streamlined user program execution by abstracting system calls from the user space to the kernel, ensuring efficient and thread-safe interactions via mutexes.

Technical Skills

Languages: Python, Java, Kotlin, C, JavaScript, TypeScript, Bash, HTML, CSS Technologies/Frameworks: Git, React, React Native, Angular, Node.js, PostgreSQL, SQLite, MongoDB, Sass, Google Cloud Platform, AWS EC2, Bootstrap, TailwindCSS, PKI, TLS, HTTP