Thomas Chen

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Education

BACHELOR OF SCIENCE | JUNE 2019 | UNIVERSITY OF CALIFORNIA, DAVIS

- Major: Computer Science and Engineering
- Minor: Technology Management
- GPA: 3.75/4
- Honors and Awards:
  - Dean's List, College of Engineering (Fall 2015, 2016; Winter 2016, 2017; Spring 2016, 2017)
  - 2017 Scholar Award (Awarded by the College of Engineering for academic achievement)
  - Member of Tau Beta Pi (Engineering Honor Society)
- Relevant Coursework: Software Development and Object-Oriented Programming, Data Structures and Programming, Algorithm Design and Analysis, Computer Architecture, Computer Organization and Machine Dependent Programming, Probability and Statistical Modeling for Computer Science, Programming Languages, Machine Learning, Operating Systems and System Programming, Computer Networks, Embedded Systems

Skills

LANGUAGES

- Java, C++, C, Python, HTML/CSS, JavaScript, Node, C#, R, SQL, MATLAB

FRAMEWORKS AND TOOLS

- Git, React, Express, Protobuf, Eclipse, Visual Studio, Unity

Experience

SOFTWARE ENGINEERING INTERN | WORKDAY (ADAPTIVE INSIGHTS)

June 2018 – Present — Palo Alto, CA

- Interned with the metadata service team and actively participated in the agile software development life cycle
- Assisted in integrating dimensional access control with the evaluator service team's API (in Java)
- Investigated the performance of various compression algorithms on large datasets and protocol buffers
- Worked with the other interns to develop Adaptive Insight's next generation rewards and recognition program

PROGRAMMING TEACHER | HACKINGTONS CODE SCHOOL

March 2017 – Present — Davis, CA

- Teaches HTML, CSS, JavaScript, and Python to elementary and middle school aged children
- Sole instructor responsible for three classes consisting of 6-8 students each

RESEARCH ASSISTANT | WANG GROUP, DEPARTMENT OF RADIOLOGY

July 2017 – April 2018 — Sacramento, CA

- Developed augmented reality medical imaging applications for the Hololens using Unity and C#
- Created 3D models of organs from CT and MRI images using the image processing software 3DSlicer
- Documented Hololens development process for future reference