

Kevin Chen

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EDUCATION

University of California, Irvine
Bachelor of Science, Computer Science
Dean's Honor List (2015)

Expected Graduation: December 2016

Relevant Coursework: Data Structure Implementation and Analysis, Embedded Software, Software Testing, Introduction to Data Management, Principles of Operating Systems, Human-Computer Interaction, Computer Networks

SKILLS

- Python, C/C++, Java, SQL, HTML
- JIRA, MySQL, Eclipse, Iperf, IxChariot, WireShark, VirtualBox, Hyper-V
- Microsoft Windows, Mac OS X, Linux/Unix
- Fluent in English and Mandarin

EXPERIENCE

Belkin International

Software QA Engineering Intern

Irvine, CA

June 2015 – December 2015

- Developed and maintained Python scripts for automated functional and performance tests on Linksys networking products
- Created tool to report router kernel panic issues to relevant teams
- Configured Linksys routers and interoperating switches/routers and access points for test failure debugging
- Designed NAS storage performance test to assess read/write speed of FTP and Robocopy

Netaphor Software

Software Intern

Irvine, CA

June 2014 – June 2015

- Automated software installations by developing PowerShell scripts to reduce environment configuration time
- Managed virtual machines with Windows Server and Hyper-V for development and testing
- Wrote Python scripts to parse data into reports presentable to management
- Developed HTML webpages for Amazon Mechanical Turk postings
- Conducted functional testing on Netaphor's SiteAudit software

Independent Consultant

Computer Technician

Irvine, CA

September 2012 – June 2014

- Designed and built computer based on clients' specifications
- Configured wireless routers for clients
- Performed troubleshooting on issues relevant to computer hardware, operating systems, and networking

PROJECTS

Palventures (iOS App)

- Palventures is an iOS app designed to help children with Autism identify emotions. The application is an interactive game that has clips that allow the child to identify different emotions
- Collaborated in a team of 4 developers using Xcode and Swift

ATMega32 Microcontroller Project

- Designed and implemented alarm clock, voltmeter, and mock arcade game with ATMega32 microcontroller
- Collaborated in a team of 2 using C

ACTIVITIES

- Management Information Student Society
- Taiwanese American Organization
- Information and Computer Science Student Council