Steven Chen
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EDUCATION

University of Pennsylvania | Master's Degree (MCIT), Computer Science **Jan. 2021 – Present**

- Online master's program in Computer Science | Expected Graduation: Aug. 2020.
- Coursework: Data Structures and Algorithms, Mathematical Foundations of Computer Science, Software Development, Blockchains & Cryptography, Computer Systems.

Emory University | Bachelor's Degree (BA), Chemistry **Sept. 2016 – May 2020**

- Robert W. Woodruff Scholarship Recipient | Graduated *Summa Cum Laude*.

The London School of Economics & Political Science | Summer Study Abroad 2019 **Jun. 2019 – July 2019**

- Coursework: Intermediate Microeconomics | Public Finance | Grade: 4.0.

NOTABLE SKILLS

- Programming: Java, Python, JavaScript, Node.js, React, HTML/CSS, Apex/SOQL (Salesforce), Solidity.
- Tools: Git/Github, Version Control, VSCode, Heroku, Truffle, Ganache.
- Office: Microsoft Office, Salesforce, Adobe Creative Suite, Slack, Zoom, WebEx, Teamwork, Trello.

EXPERIENCE

Accelerize 360 • *Software Development Trainee* **July 2021 – Present**

Accelerize 360 is a custom Salesforce implementation and consulting firm specializing in financial services, wealth management, and retail clients.

- Delivered 10+ custom automation solutions for clients using Salesforce Flows and Process Builder, and object-oriented programming in Apex, SOQL, CSS, and JavaScript.
- Served as a technical solutions representative for clients, and helped manage long-term projects according to the agile software development lifecycle.

Epic Systems • *Quality Manager* **July 2020 – Feb. 2021**

Epic is the largest provider of electronic medical records (EMR) in the U.S. by 54% market share.

- Created and performed 2000+ (end-to-end) unit tests to ensure strong principles of UX/UI in 14+ new software releases.
- Designed 60+ automated test cases to increase efficiency of the software-process by ~120%.

PROJECTS

Steven Chen Photography Website (React, Node.js, JavaScript, CSS) • Website **September 2021**

- Developed a responsive website for my freelance photography business using the React framework, Node.js, JavaScript, and CSS. Notable features include an animated sequence for displaying photos using React-Hooks, and integration of popular React libraries including React Router.

Lunar Lander Game (Python) • YouTube Demo **January 2021**

- Developed a lunar lander game using python in which the goal of the game is to land a rocket safely on the moon by choosing when to use the limited amount of fuel you have. To win the game, the player must land the rocket under a set velocity (~10m/s), otherwise the rocket will crash. This game was developed fully with Python.

Game of 21 (Java) • YouTube Demo **April 2021**

- Developed a game of '21' using Java. The goal of the game is for players to keep taking cards from a pile, and in the end, the player with the sum of their hand being closest to 21 wins. The program is written with a human player (the user), and three computer players that play intelligently.

Decentralized YouTube Clone (Solidity, Web3.js) • Github **April 2021**

- Developed a decentralized YouTube clone using Solidity, JavaScript, and Web3.js that allows users to upload and share videos without a centralized server. Solidity (programming language for the Ethereum blockchain) and Web3.js is used to handle functionality, while the React framework is used for frontend design.

ADDITIONAL INFORMATION

- Head Photographer, Steven Chen Photography, (John E. Gruber Creative Photography Awards Recipient – First and Third Prize 2020, Center for Railroad Photography and Art Scholarship Recipient 2020), 2017-Present.
- Undergraduate Researcher, Emory University (1 third-author publication), 2018-2020
- Research Assistant, The Ortho. Institute of Wisconsin (3 second-author publications), 2017-2018
- Hobbies: Photography, Tennis, Podcasts, Health, Train-Chasing.