FELIX CHEN

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EDUCATION

University of California, Berkeley Expected Graduation: June 2027

Bachelor of Science, Electrical Engineering & Computer Science
Awards: Fiat Lux Scholarship | Activities: CSUA

EXPERIENCE

Intuit Credit Karma *Oakland, CA* June 2024 - Present
Program Management Intern
- Managed the development and implementation of a JavaScript-based automation project, reducing the manual collection time of engineering effort data by nearly 90% across engineering teams at CK.
- Formulated an algorithm to automatically and accurately calculate the monthly effort of 500+ engineering employees using existing records from Airtable, saving engineering managers 15-30 minutes monthly.
- Updated code regularly based on management feedback to meet the evolving needs of teams.

Oakland Private Industry Council *Oakland, CA* December 2023 - May 2024
Computer Specialist Intern
- Organized and formulated spreadsheets in Excel to store the sensitive data of 100+ clients.
- Led design of digital elements (posters, passes, and sign-ups) for citywide career fair of 100+ job-seekers.
- Updated, maintained, and cleared 12 public-use computers regularly.
- Welcomed and scheduled appointments for clients in person and over the phone.

Heritage Baptist Church, Teen Ministry *San Leandro, CA* August 2022 - July 2023
Emcee Coordinator
- Supervised and trained 15+ teen emcees to lead weekly youth group services to enhance youth engagement.
- Taught preparation, facilitation and verbal skills, occasionally leading youth events for 45+ teens.
- Supported teens to get over public speaking fears by teaching techniques and practicing.

Neologix Engineering Labs *Oakland, CA* June 2021 - July 2021
MAKERCAMP Online Teacher Assistant
- Taught 10 children of underrepresented groups to learn and explore STEM subjects with hands-on projects.
- Assisted in and taught lessons on how to make a laser-cut clock and personal nameplate.
- Taught graphic design software and helped students physicalize their imaginations.

PROJECTS

CS 61B: The Game | *Creator* April 2024 - May 2024
- Designed an interactive 2D tile-based world exploration engine in Java, creating interactive and explorable worlds with an overhead perspective using graphical and text-based tiles.
- Implemented A* search algorithm to enable CPU to chase the user, enhancing user interactivity.
- Developed an algorithm to dynamically generate rooms and hallways based on user seed input.

SKILLS

Language: Fluent in English, Intermediate in Cantonese
Programming Languages: Proficient - Python, Java, SQL; Intermediate - Javascript, CSS, HTML
Tools and Technology: G Suite, Slack, Excel, Laser Cut, Graphic Design, 3D Modeling, Git, Airtable
Soft Skills: Fast Learner, Problem-Solving, Adaptability, Leadership, Teamwork, Initiative
Interests: Bay Area athletics, Niche history topics, Basketball, Volleyball, Table Tennis, Reality TV, Exercise