

# Lawrence Chen

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## Education

### Carnegie Mellon University

August '19 - Present

BS in Computer Science | Math Minor & Graphics Concentration | 3.89 GPA Pittsburgh, PA  
*Relevant Coursework:* Operating Systems, Parallel Computer Architecture and Programming, Advanced Algorithms and Data Structures, Vector Analysis, Introduction to Deep Learning, Physics Based Rendering, Undergraduate Complexity Theory, AI Representation and Problem Solving

## Experience

### Jump Trading

June '22 - August '22

Quantitative Researcher Intern

Chicago & New York

- Explored various database implementations for compact and efficient market data storage.
- Developed high performance C++ to quickly execute orders in reaction to market updates.

### Carnegie Mellon University

January '22 - May '22

15-451 (Advanced Data Structures & Algorithms) Teaching Assistant

Pittsburgh

### Facebook AI

May '21 - August '21

Software Engineer Intern

Remote

- Optimized a webapp that allows the user to spawn, grab, and move around objects in a VR headset, with the goal of collecting human data to train agents. Used Javascript Web Workers to improve performance via multithreading.

### Google

May '20 - August '20

STEP Intern

Remote

- Cooperated with podmates to create *Street Explorer*, a website in which users can create and solve custom scavenger hunts on Google Maps.

## Awards and Achievements

### Computer Science/Coding

- ICPC World Finalist
- Google Code Jam: Round 3 Qualifier (top 65 of over 1500 professional programmers in US)
- MIT Battlecode: 2x high school division champion, 4x finalist, 2nd place in 2019 and 2021, 3rd in 2022
- USA Computing Olympiad: Platinum Division
- Codeforces (largest international competitive programming platform): Master; top 1%

### Other

- USA Physics Olympiad: Honorable Mention
- American Invitational Math Examination: 5x qualifier, top 20% scorer

## Skills and Technical Strengths

### Programming Languages

C++, Rust, Java, Python, CUDA, C, HTML, CSS, Javascript

### Software & Tools

Command Line, Github, LaTeX, OpenGL