Kuan Chen

chenkuan904@gmail.com // +86 15267002571

EDUCATION

New York Institute of Technology Sep 2016 - Dec 2017
Master of Electrical and Computer Engineering (Honors Degree) *Old Westbury, NY*
· Graduated with Distinction - GPA: 3.83/4

Zhejiang University Sep 2011 - Jul 2015
Bachelor of Engineering in Optical Science and Engineering *Zhejiang, China*
· Student Assistant for Department Academic Advisor
· Best Volunteer of 2014 - 2015 with more than 300 hours

WORK EXPERIENCE

Nanjing Jiangnan Novel Optics Co.,Ltd. Jul 2015 - Dec 2015
· Programmed and operated CNC Lathe to manufacture Optical device components.
· Improved assembly line efficiency by creating a simulation program to identify bottleneck and dynamically balance workloads.

PROJECT EXPERIENCE

A Tale of Two Dragons Dec 2017 - Present
Personal Project *Zhejiang, China*
· Developing a video game based on famous martial art novels.
· Designed gameplay and levels, drafted storyline, sketched game characters on paper.
· Related skills include Unity Game Engine, C# Programming, 3D Modeling with Maya and Photoshop.

iKeep Feb 2017 - Apr 2017
Personal Project *Old Westbury, NY*
· Created a Todo List App in order to organize unfinished tasks or keep track of new ideas digitally.
· Used a graph object to represent items with relationship to other items to maintain dependency.
· Related skills include Java Programming, React Native and Android SDK.

Image Remaking and Uneven Illumination Correction Jan 2015 - Jul 2015
Research Project *Zhejiang, China*
· Researched images' illumination correction, tilt correction, perspective correction, and contrast enhancement based on histogram equalization to eliminate the influence from different illumination conditions and different shooting angels.
· Proposed a manual perspective correction algorithm with character extraction to reduce distortion.
· Modified and improved algorithm with edge detection and perspective correction.
· Improved the result by adding gray level judgement and transformation.
· Completed shadow elimination by using shadow detection algorithm and Lab color space.

Star matching based on invariant feature descriptor Jun 2014 - Nov 2014
Research Project *Zhejiang, China*
· Proposed a rotation invariant matching method based on IFD to match rotated stellar images.
· Used SURF descriptor to match stars based on the difference between dominant orientations.
· Obtained results of error boundary below 1 pixel for simulation images, below 1.5 pixel for real images.