Adam Chen

Education

University of Waterloo

Sept 2023 - Apr 2028

Bachelor of Software Engineering, Term Distinction (GPA: 3.97 / 4.00)

Waterloo, Ontario

Experience

Oracle Labs (Incoming)

Jan 2025 - Apr 2025

Compiler Research Intern | Graal, Java, Compilers

Zürich, Switzerland

- Extend GraalOS Virtualization Technology by supporting Just-In-Time compilation of Truffle Language Interpreters
- Enable languages such as Python and JavaScript to run on GraalOS with native performance.

Cynorix Inc. Full Stack Developer | React Native, Express.js, PostgreSQL, GKE & Vertex AI May 2024 - Aug 2024 Waterloo, Ontario

• Implemented a relevant content suggestion system using AI vector embedding and semantic search.

- Optimized PostgreSQL query planning and improved execution time by over 10x by parallelizing subqueries and building HNSW indices over 100k+ pgvector rows.
- Led the migration to a horizontally scalable Kubernetes cluster for jobs and backend services, improving ETL job speeds by 8x and ensuring system reliability
- Integrated business requirements into a user-friendly **React Native** app with **Express.is** backend services

Electrium Mobility

Feb 2024 - Present

Firmware Developer | C++, ESP32, Real Time Programming, Bluetooth LE

Waterloo, Ontario

- Designed a low-power monitoring system for an e-skateboard with Bluetooth LE, improving metric tracking.
- Implemented real-time data streaming (<100ms latency) to a mobile iOS app, enhancing accuracy and reliability.

Desa Analytics Corporation

Jul 2021 - Aug 2021

Software Engineer Intern | Python, XML, XBRL, Parser

Toronto, Ontario

- Curated and parsed 10k+ financial reports from the US SEC database using an automated XBRL Pipeline
- Used NLP and XBRL Standards to achieve 90%+ accuracy in extracting company performance metrics

Projects

Toyota Innovation Challenge (1st Place) | Python, PyTorch

ncodeous/tmmc-2023

- Won the Toyota Innovation Challenge, surpassing 30 competitors with an advanced machine learning vision model.
- Developed an inspection model (based on fine-tuned YOLOv8) for sticker quality, enhancing product consistency.
- Optimized for dark, low-contrast conditions, outperforming traditional vision systems.

root - A Universal Routing Framework | Rust, Network Routing, cargo Crate

Crates.io/crates/root

- Developed an extendable routing framework based on RFC 8966 (Babel) for resilient mesh networks.
- Universal compatibility for IPv4, IPv6, and custom address schemes, incl. Cryptokey addresses (e.g., Wireguard).
- Designed support for arbitrary pluggable metrics to reduce latency, optimize bandwidth or other custom metrics.

VirtualEdit - Optimized World Modification | Java, Minecraft, Server Plugin

ncodeous/VirtualEdit

- Developed a library to modify vast areas ($>10^9$ tiles/blocks) without client/server-side lag using a 3D implicit segment tree and on-the-fly packet manipulation.
- Achieved log-time operations on the order of 100ns by formulating
- Formulated an efficient data structure enabling log-time operations on the order of 100ns over arbitrary ranges.

Awards and Achievements

USA Computing Olympiad: Platinum Division – Highest Division, ranked top 96 globally (US Open 2021) Schulich Leader Scholarship (\$100,000): Offered by Schulich Foundation and McGill University (2023, Declined) **Undergraduate Research Award (\$6000)**: Natural Sciences and Engineering Research Council of Canada (2024)

Technical Skills

Languages: C#, Java, Python, C, C++, Rust, Bash, JavaScript, TypeScript, HTML/CSS, SQL, PostgresQL Technologies: .NET, ASP.NET (Core), WPF, Node.js, Svelte, React.js, Express.js, TensorFlow, Keras, Pandas, Tokio Tools: Kubernetes, Helm, Docker, Git, NuGet, Maven, Gradle, CI/CD, Linux, AWS, GCP, Azure