

Lucas Chen

908-524-4800 | lyc1@rice.edu | Rice University | [linkedin.com/in/lucas-chen314](https://www.linkedin.com/in/lucas-chen314) | chimeralc.github.io

EDUCATION

Rice University

August 2021 - May 2025 (Expected)

Bachelor of Science in Computer Science, Bachelor of Arts in Mathematics

Houston, Texas

- GPA: 4.0/4.0, President's Honor Roll

Relevant Coursework:

Reasoning about Algorithms, Probabilistic Algorithms and Data Structures, Probability and Statistics, Intro to Mathematical Cryptography, Matrix Analysis for Data Science, Algorithmic Thinking, Honors Linear Algebra, Concurrent Program Design, Complex Analysis

TECHNICAL SKILLS

Programming Languages: Python, Java, C, C#, Go, JavaScript, HTML/CSS

Software and Tools: PyTorch, GitHub, ReactJS, Unity

EXPERIENCE

Undergraduate Research Assistant

May 2023 - Present

Rice University Data to Knowledge Lab

Houston, Texas

- Collaborated with graduate researchers on research and development involving time series prediction and anomaly detection using transformers, recurrent neural networks, and other neural network architecture
- Implemented neural network models from research papers utilizing Python and PyTorch

Computer Science Teaching Assistant

September 2023 - Present

Rice University

Houston, Texas

- Held office hours and graded exams and assignments for the course Reasoning about Algorithms
- Explained challenging concepts in algorithms and data structures

Mathematics Teaching Assistant

June 2022 - August 2022

AwesomeMath Summer Program

Remote

- Collaborated with an instructor to teach high-level competition mathematics virtually to high school students
- Instructed classes, held office hours, and explained complex topics in algebra and combinatorics

PROJECTS

Game Boy Emulator

- Built a cycle-accurate emulator for the DMG-01 Nintendo Game Boy in C
- Implemented the SM83 processor's instruction set along with emulation of parts of the original Game Boy's hardware using the SDL library

Rice Datathon

- Developed a Python program using NumPy and Pandas to produce potential redistricting of the Houston area based on census data
- Awarded Best Houston/TX Trends and First Place in the Respective Track

Ray Tracing

- Created a ray tracing program in C for rendering 3D scenes with reflections, anti-aliasing, and simple shadows

COMMUNITY

Volunteer Instructor

2017 - 2021

A-Sharp Learning Center

- Taught math and computer science courses to elementary through high school students
- Designed and organized course content for Python, HTML, number theory, animation, and game development

ACTIVITIES AND AWARDS

Honors: USA Mathematical Olympiad (USAMO) 3x Qualifier, USA Physics Olympiad (USAPhO) 3x Qualifier

Hobbies: Drawing, Game Development, Baking, Chess

Clubs: Rice CS Club, Rice Design Club, Rice Art Club