Johnny Chen

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Education

University at Buffalo Buffalo, NY
Bachelor of Science in Computer Science *Expected May 2028*
Relevant Coursework: Data Structures, Systems Programming, Algorithms & Complexity

Experience

LLM/AI Researcher Aug. 2026 – Present
Algoverse *Remote*

- Enabled pilot audio generation for research experiments by configuring and validating a GPU-accelerated YuE2 environment using Python, PyTorch, CUDA, and Linux (WSL2).
- Supported preliminary evaluation across four audio-reuse categories (lyrical, voice, melodic, structural) by reviewing outputs and documenting validation requirements with a mentor-led team.

Data Analyst Internship June 2023 – Aug. 2023
Sea Tow Foundation *Southold, NY*

- Supported tracking for a distribution program delivering 10,000+ units by streamlining intake, application-review, and operational data workflows.
- Improved the accuracy and speed of application evaluations by building and maintaining Excel tools for cleaning, organizing, and analyzing operational data.
- Supported cross-functional operational decisions by sharing data-driven findings with product-labeling, digital-asset, and social-media teams.

Projects

Rubik's Cube CFOP Solver | *React, JavaScript, Three.js, HTML/CSS* Jan. 2026 – Present

- Generated interactive 3D cube-solving sequences by implementing BFS-based move search and real-time quaternion-driven rotations using React and Three.js.
- Resolved animation-state and rotation-sync bugs while improving code modularity by migrating a legacy JavaScript/Three.js application to a component-based React architecture.

Anchor | *Swift, SwiftUI, LiDAR* Oct. 2026 – Present

- Developing an accessibility-focused iOS campus-navigation prototype for blind/low-vision and wheelchair users by designing step-free routing and spoken landmark guidance in SwiftUI.
- Preparing for a planned December 2026 43North demo by prototyping experimental LiDAR-based proximity alerts for on-campus navigation.

Leadership

Software Engineering Fellow Aug. 2026 – Present
UB Forge — University at Buffalo *Buffalo, NY*

- Selected as 1 of 14 fellows from 250+ applicants through a competitive interview process; collaborating with STEM peers on shipping software engineering projects.

Technical Skills

Languages: Python, Java, C/C++, JavaScript, SQL, HTML/CSS, Swift
Frameworks & Libraries: React.js, Redux, Three.js, SwiftUI, PyTorch
Tools & Platforms: Git, Docker, AWS, PostgreSQL, Matplotlib, Linux (WSL2), CUDA
Concepts: Full-Stack Development, Object-Oriented Programming, REST APIs