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 michael-chunko
 MikeChunko

Michael Chunko

Education

Bachelors of Science in Computer Science, Minor in Mathematics   Aug 2018 – May 2021
Stevens Institute of Technology, *Hoboken, NJ*
GPA *– 3.96*
- ○ **TA**:   Automata and Computation, Algorithmic Complexity
- ○ **Selected Completed Courses**:   Algorithms, Data Structures, Web Programming, Compiler Design, Systems Programming, Numerical Analysis, Statistics, Linear Algebra
- ○ **Selected In–Progress Courses**: Database Management, Operating Systems, Machine Learning, Computer Vision

Skills

Programming: C, C++, Python, Java, OCaml, Scheme, CLISP
Web: HTML5, CSS
Misc. Tech: UNIX, Git, Linux, Windows, MATLAB, GNU Octave, LaTeX, MS Excel

Experience

Teaching Assistant, Stevens Institute of Technology *Hoboken, NJ*   Dec 2019 – Current
- ○ Assistant for Automata and Computation (undergraduate level), Algorithmic Complexity (graduate level)
- ○ Created new assignments for students to nurture an understanding of the material
- ○ Assisted students in gaining an understanding for the topics taught in class both in one–on–one sessions and in groups of up to ten students

LaTeX Typesetter, Stevens Institute of Technology, *Hoboken, NJ*   Oct 2018 – Current
- ○ Created documents written in LaTeX and write .TeX code
- ○ Provided IT assistance

Projects

OAT Compiler, Stevens Institute of Technology *Hoboken, NJ*   Jan 2020 – May 2020
- ○ Designed a fully fledged compiler, parser, and lexer for OAT (a C–like language)
- ○ Capable of lexing and parsing raw OAT code, compiling from OAT to LLVM, compiling from LLVM to X86, and simulating X86
- ○ Optimized the output between each step, reducing code size and improving efficiency

Snake DQN, Personal *Howell, NJ*   May 2020 – Jun 2020
- ○ Used Keras to create a Deep Q–Network to learn and play the classic game of Snake
- ○ Programmed an implementation of Snake in pygame

Language Detection, Personal *Howell, NJ*   Mar 2018 – Jun 2018
- ○ Designed and programmed a neural network capable of identifying the language of a given word with high accuracy
- ○ Developed working knowledge of the TensorFlow library for creating neural networks

Rogue, Personal *Howell, NJ*   Mar 2019 – Aug 2019
- ○ Created a procedurally–generated game rendered with text–based graphics
- ○ Turn–based combat through procedurally-generated levels including multiple enemy types, random item drops, upgrades, and an experience system

Interactive Website, Stevens Institute of Technology *Hoboken, NJ*   Oct 2018 – Dec 2018
- ○ Worked with a team to create an interactive website built with HTML5, CSS, and JavaScript
- ○ Managed the team to divide the tasks and finish everything on time using regular scrums

RayTrace, Personal *Howell, NJ*   Jul 2020 – Aug 2020
- ○ Designed and programmed a software–based implementation of the ray tracing rendering technique
- ○ Capable of accurately simulating perspective, reflections, refractions, shadows, and other optical effects