Michael Chunko

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Objective

Highly driven computer science student seeking an internship for Summer 2020 or a full time job for 2021

Education

Bachelors of Science in Computer Science, Minor in Mathematics   Aug 2018 – May 2021
Stevens Institute of Technology, *Hoboken, NJ*
GPA *– 3.95*
- **TA**:   Automata and Computation, Algorithmic Complexity
- **Relevant courses**: Algorithms, Data Structures, Web Programming, Compiler Design, Systems Programming, Numerical Analysis, Statistics

Skills

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

Experience

Teaching Assistant, Stevens Institute of Technology *Hoboken, NJ*   Dec 2019 – Current
- Assistant for Automata and Computation, Algorithmic Complexity
- Created new assignments for students to nurture an understanding of the material
- Assisted students in gaining an understanding for the topics taught in class

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

Projects

OAT Compiler   Jan 2020 – May 2020
- Designed a fully fledged compiler, parser, 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
- Optimizes the output between each step

Neural Network   Mar 2018 – June 2018
- Designed and programmed a neural network capable of identifying the language of a given word with high accuracy
- Developed working knowledge of TensorFlow

Rogue   Mar 2019 – Aug 2019
- A procedurally–generated game rendered in the console
- Turn–based combat through procedurally-generated levels including multiple enemy types, random item drops, upgrades, and an experience system

Interactive Website   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 with regular scrums