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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 *– 3.97*
- **Teaching Assistant**: Automata and Computation, Algorithmic Complexity, Compiler Design
- **Selected Courses**: Compiler Design, Machine Learning, Computer Vision, Deep Learning, Web Programming, Operating Systems, Database Management

Skills

Programming: C, C++, Python, Java, OCaml
Web: JavaScript, HTML5, CSS
Misc. Tech: UNIX, Linux, Windows, Docker, Git, Mercurial

Experience

Production Engineer, Meta (formerly, Facebook) *Cambridge, MA* Sep 2022 – Jan 2023
- Improved the performance and functionality of routing services
- Improved the compiler and validator for domain-specific languages
- Worked with an international team to design systems in C, C++, and Python

Systems Software Engineer, Kulicke and Soffa Industries *Fort Washington, PA* Jun 2021 – Sep 2022
- Designed C and C++ real–time, embedded systems for semiconductor packaging machines
- Lead the development and maintenance of software for new machine designs
- Collaborated with electrical and process engineers, both domestically and internationally, while maintaining deadlines
- Worked in an agile environment with a focus on test–driven development

Teaching Assistant, Stevens Institute of Technology *Hoboken, NJ* Dec 2019 – May 2021
- Assistant for Automata and Computation (undergraduate level), Algorithmic Complexity (graduate level), Compiler Design (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 – July 2020
- Created documents written in LaTeX and wrote .TeX code
- Provided IT assistance

Projects

TaylorFit-RSA, Simetrica, LLC *Metuchen, NJ* taylorfit-rsa.com Aug 2020 – May 2021
- Maintained a website used for data prediction and modeling written in a combination of Stylus, Coffeescript, Pug, and Knockout
- Worked with a team to provide thorough documentation, fix vulnerabilities and bugs, and improve the user experience
- Created new functionalities based on user requests including better predictive functionalities and automatic model fitting

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

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

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 while achieving a high score
- Programmed an implementation of Snake in pygame