Hoboken, NJ, USA
732-618-5547
chunkomike@gmail.com
linkedin.com/in/michael-chunko
github.com/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 courses**: Algorithms, Data Structures, Web Programming, Compiler Design, Systems Programming, Numerical Analysis, Statistics

Skills

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