

# 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
- **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, L<sup>A</sup>T<sub>E</sub>X, 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

### L<sup>A</sup>T<sub>E</sub>X Typesetter, Stevens Institute of Technology, *Hoboken, NJ*

Oct 2018 – Current

- Create documents written in L<sup>A</sup>T<sub>E</sub>X and write .TeX code
- Provide IT assistance

## Projects

### OAT Compiler

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
- Optimizes the output between each step

### Snake DQN

May 2020 – June 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

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