

Michael Chunko

Freehold, NJ, USA
☎ 732-618-5547
✉ chunkomike@gmail.com
in [michael-chunko](#)
🌐 MikeChunko

Education

Bachelors of Science in Computer Science, Minor in Mathematics

Aug 2018 – May 2021

Stevens Institute of Technology, *Hoboken, NJ*

GPA – 3.97

- **TA:** Automata and Computation, Algorithmic Complexity
- **Selected Completed Courses:** Compiler Design, Machine Learning, Computer Vision, Algorithms, Data Structures, Compiler Design, Systems Programming
- **Selected In-Progress Courses:** Deep Learning, Web Programming, Operating Systems

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), 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 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

TaylorFit-RSA, Simetrica, LLC *Metuchen, NJ*

taylorfit-rsa.com Oct 2018 – Dec 2018

- 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

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