Ming Chen
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EDUCATION

University of California Irvine　　　　　　　　　　　　　　　　**Irvine, CA**
Bachelor of Science in Computer Science and Engineering (GPA:3.375)　　*Sep. 2020 - Jul. 2022*
Relevant Coursework: Data Structure, Algorithm, Embedded Software, Computer Networks, Operating Systems, System Software, Compiler and Interpreter, Digital System

Moreno Valley College　　　　　　　　　　　　　　　　**Moreno Valley, CA**
Associate of Science in Math and Science (GPA:3.6)　　　　　　　　*Jul. 2020*
Award: Certificate of Achievement in C++ and Java Programming

TECHNIQUE SKILL

Languages: C++, JAVA, JavaScript, HTML, CSS, Python, Verilog
Frameworks: React, Node JS, Spring Boot
Database: MySQL; Tools: jQuery, Ajax, Git, Unix

EXPERIENCE

China Garden　　　　　　　　　　　　　　　　　　**Riverside, CA**
Software Engineer　　　　　　　　　　　　　　　　*Jul. 2022 – Present*
- Designed and developed a web application to archive transaction and report revenue
- Developed a *Restful API* with *Spring Boot (JAVA)* to manipulate database with *MySQL.*
- Utilized **jQuery** and *Ajax* in fronted-end to communicate with API to acquire and send data

TIC Corp　　　　　　　　　　　　　　　　　　**Industry city, CA**
Engineer　　　　　　　　　　　　　　　　　　*Apr. 2021 – Sep. 2021*
- Conducted feature **testing** and **troubleshooting** to maintain a top-tier and functional product
- Diagnosed the product malfunctions and conducted repairs to restore functionality

PROJECT

Texas Hold'em Poker Game *(C++)*
- Developed a **console game** with a friendly **UI** for playing against three robotic players
- Employed **sorting** and **ranking** techniques to order and showcase hand cards
- Implemented **ranking** and **mapping** techniques to track and identify optimal card combination

Rock Paper Scissors *(Java)*
- Designed and developed the console-based game that following **OOP** principle
- Employed formatting techniques to create a user-friendly interface
- Implemented four game modes, offering a variety of challenges and experiences for players to enjoy

ACTIVITY

Open Project Space (OPS)　　　　　　　　　　　　　　　**Irvine, CA**
Programmer/Developer　　　　　　　　　　　　　　　*Sep. 2020 – Dec. 2020*
Designed and developed four individual embedded systems with Arduino Nano, including:
1) Controlled LED blink frequency with potentiometer by PWM
2) Implemented distance detection from IR phototransistor and IR emitter
3) Developed multi-snogs player using build-in function
4) Designed Red-Light Green-Light game by using UART communication protocol translating data between two Arduino