

# BUZUN (ART) CHEN

Software Engineer

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## Objective

CS&CE senior seeking a software engineering full-time job.

## Education

University of Wisconsin-Madison, December 2016

B.S. in Computer Sciences and Computer Engineering, Overall GPA: 3.63/4.00

### COURSE WORK

Data structure, algorithms, database, machine organization, compilers, artificial intelligence, computer network, operating systems, microprocessor, computer architecture.

## Experience

### CO-FOUNDER AND SOFTWARE ENGINEER, TIXORA, MADISON, WI – 2015 - PRESENT

- Designed and implemented an online ticketing platform for inter-city buses and a content management system for bus scheduling. <http://tixora.com>.
- Built fast and powerful front-end applications based on AngularJS.

### SDE INTERN, AMAZON, SEATTLE, WA – 2016/6/1 - 2016/8/19

- Built a data visualization dashboard with AngularJS and NodeJS for video benchmarking team
- Implemented automated python scripts for video applications benchmarking, including robot and camera control, AWS interfacing and video analysis based on computer vision algorithms.

### WEB DEVELOPER, WISCONSIN SCHOOL OF BUSINESS, MADISON, WI – 2015/3/15 - 2016/5/31

- Reconstructed a simulation game for teaching foreign currency trade. Implemented an online real-time competition mode and a news system.
- Designed and implemented a simulation game for teaching corporate finances.

## Projects

### WORKS.OTAKISM.ORG - 2016

Portfolio of personal coding projects at <http://works.otakism.org>.

### B+ TREE - 2015

Database course project that implemented a B+ tree for fast processing SQL query, coded in C++.

### TIC-TAC-TOE GAME - 2015

Embedded system project which implemented an advanced tic-tac-toe game on an ARM-Cortex based MCU TM4C123G board, coded in C.

## Languages

Verilog, C/C++, Java, Python, PHP, SQL, Javascript (AngularJS, NodeJS), HTML, CSS