BUZUN (ART) CHEN

Software Engineer
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Objective

CS&CE senior seeking for a software engineering internship opportunity.

Education

University of Wisconsin-Madison (expected graduation in Dec 2016)
B.S. in Computer Sciences and Computer Engineering, Overall GPA: 3.66/4.00

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. Demo: http://demo.tixora.com.
- Built powerful front-end applications based on AngularJS.

WEB DEVELOPER, WISCONSIN SCHOOL OF BUSINESS, MADISON, WI — 2015-PRESENT

- Reconstructed a simulation game for teaching foreign currency trade.
- Redesigned the user interface.
- Implemented an online real-time competition mode and a news system.

Projects

WORKS.OTAKISM.ORG - 2016

Portfolio site (http://works.otakism.org) of coding projects.

B+ TREE - 2015

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

PROCESSOR - 2015

Computer architecture project which implemented a processor with 5-stage pipeline and level-1 on-chip cache, coded in Verilog.

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.

RAKUGAKI.ME - 2014

Portfolio site (http://rakugaki.me) of design work.

Languages

Verilog, ARM assembly, C/C++, Java, PHP, Javascript (AngularJS, jQuery), HTML, CSS