

# Ching-Chih Chen

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## Work Experience

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### Sotera Wireless Inc.

Carlsbad, CA

*Software Engineer*

*Sep. 2023 – present*

- Strengthened on-premises Docker server infrastructure and security with authentication and ssl encryption via reverse proxy
- Improved system reliability through developing error handling mechanisms and establishing automated build scripts for streamlined deployment workflows
- Expanded system capabilities by integrating new data types into distributed health monitoring services
- Developed responsive Angular components and implemented full-stack user management features
- Utilized Git for version control and collaborative development in an Agile environment

### My CareLinq Inc.

Los Angeles, CA

*Software Engineer Intern*

*May. 2022 – Aug. 2022*

- Integrated backend RESTful APIs with third party payment system using JavaScript and Node.js
- Developed responsive frontend for payment pipeline using React and Tailwind CSS
- Analyzed website usage with Google Analytics and maintain site availability

### Industrial Technology Research Institute

Hsinchu, Taiwan

*Assistant Software Engineer*

*Dec. 2020 – Jul. 2021*

- Applied object-oriented design principles to develop maintainable and scalable image processing applications
- Utilized Python for implementing U-net CNN model with TensorFlow to enhance accuracy of image processing
- Transferred machine learning model and processing flows to Android with TensorFlow Lite and integrated with portable ultrasound devices

## Education

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### University of Southern California

Los Angeles, CA

*Master of Science in Computer Science*

*May 2023*

### National Central University

Taoyuan, Taiwan

*Bachelor of Science in Computer Science and Information Engineering*

*Jan. 2020*

## Projects

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### Full-Stack Stock Market Application

*Mar. 2022 – Apr. 2022*

- Constructed a responsive stock search web app with Angular frontend and Node.js/Express.js RESTful API backend

## Research Experience

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### Deformable Object Haptics

Los Angeles, CA

*Haptics Robotics and Virtual Interaction Lab, University of Southern California*

*Sep. 2022 – Apr. 2023*

- Engineered haptic response systems using C++ object-oriented programming with OpenGL
- Applied nonlinear textures algorithm for realistic touch feedback on objects

## Skills

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C/C++, Python, Java, Kotlin, JavaScript, Angular, React, Android, Unity, DirectX, OpenGL