

Emily Chen

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Objective: Seeking a position where I am able to utilize my current software and hardware knowledge and gain experience working in a team in software development and hardware integration.

Education

University of Illinois at Urbana-Champaign
Computer Engineering

Aug '13 – May '17

Work Experience

Cisco Software Engineer	Sept '17 – Present
Cisco Software Engineer Intern	May '16 – Aug '16
Summer internship in CSG (Core Software Group) - network routing protocol group. Researched the latest routing protocol modeling languages, based on RFC 4741 and RFC 6020. Developed BGP, RIB, ipv4 and ipv6 protocol service layer model to API compiler using Python, JINJA, YANG, GRPC, JSON.	
National Center for Supercomputing Applications Students Pushing Innovation Intern	Jul '15 – Oct '17
Worked with Professor Andre Schleife on "Raytracing for Understanding Optical Properties of Materials" using Python, Bash for scripting and Luxrender, Blender for 3-D modeling/Rendering	
Community Technology Education Innovator	June '15 – Aug '16
Robotics instructor and lab facilitator at the Champaign-Urbana Community Fabrication Laboratory	

Relevant Coursework

Current Courses:	Jan '17 – May '17
ECE 411 – Computer Organization and Design	
ECE 419 – Security Lab	
Past Courses:	
ECE 448 – Artificial Intelligence	Aug '16- Dec '16
ECE 438 – Communication Networks	Aug '16- Dec '16
- Projects in telecommunication and networks, network protocols and architecture	
ECE 385 – Digital Systems Laboratory	Aug '16- Dec '16
- Projects with SystemVerilog	
CS 374 – Algorithms and Models of Computation	Jan '16- May '16
ECE 422 – Computer Security 1	Jan '16 – May '16
- Projects involving buffer overflow, SQL injection, XSS, cryptography, network security and digital forensics	
CS 418 – Interactive Computer Graphics	Aug '15 – Dec '15
- Projects using JavaScript, HTML and WebGL for animation and rendering	
ECE 391 – Computer Systems Engineering	Aug '15 – Dec '15
- Extensive use of x86 architecture and C in projects for class. Final project involved creating an OS modeled after LINUX, from scratch, using both C and x86.	
CS 225 – Data Structures	Jan '15 – May '15
ECE 210 – Analog Signals Processing	Jan '15 – May '15

Extra-Curricular Activities

HackIllinois Staff	Sept '14 – Mar '15
- Helped with organization of UIUC's hackathon, especially with corporate involvement	

Awards

James Scholar Award- University of Illinois at Urbana-Champaign James Scholar	Apr '13- Dec '14
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Skills/Academic Achievements

Code in C, Python, Machine Language (LC3, x86 architecture) - Skill Level: Proficient
Code in HTML/CSS, JavaScript, Java, YANG, gRPC – Skill Level: Intermediate
Development Environments Used – PyPE, Eclipse, Microsoft Visual Studio
Experience with LINUX interface
Experience with Blender/Python API, Luxrender
Fluent in Mandarin