

Michael Yuen

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Objective

- Seeking a position as a Software Engineer focusing on Intelligence Systems/Artificial Intelligence

Education

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| 06/16 - 06/19 | University of California, Irvine | Irvine, CA |
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- 3rd year Information and Computer Science major at UCI: Senior standing, plan to graduate June 2019
 - Coding and started college at age of 16
 - GPA: 3.79, Dean's Honor List
 - Member of The National Society of Leadership and Success, Sigma Alpha Pi since 2017

Relevant Coursework

- 3 quarters of Python
- 2 quarters of C++, with one heavily focused on data structures and algorithms
- 2 quarters of boolean algebra and discrete math
- 1 quarter of software engineering and principles of agile and scrum development
- 1 quarter of x86 assembly and computer organization
- 1 quarter of MATLAB coding and linear algebra
- 1 quarter of computational probability
- 1 quarter of SQL++, MySQL, and databases
- 1 quarter of operating systems
- 1 quarter of artificial intelligence

Experience

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| 01/25/16-04/04/16 | Architect Internship at LA Design Group | Pomona, CA |
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- Sketched a house design on paper using drafting tools
 - Computer Aided Design on the house design with Autodesk Inventor and AutoCAD
 - Presentation of how I made the house design in AutoCAD and in sketching in a professional setting

Projects

- **Python:** GPS system using API from Mapquest, Othello game logic + UI, Connect 4 with networking, Tkinter Inheritance animation, text processing system, annotation checker, Minesweeper AI
- **C++ with Linux command line and Oracle virtual machine:** Tic-tac-toe game logic + AI, Maze Generator and Solver using depth first traversals, Othello AI, Word Checker using AVL Trees and Hashtables, GPS system with a digraph and Dijkstra's algorithm
- **Java:** CPU scheduling algorithms
- **MySQL and SQL++:** Database with a schema of a discussion forum
- **Unity Engine:** Rock paper scissors game
- **Unreal Engine:** Basic 3D first person adventure game with physics