

MICHAEL CHEN

(323) 316-3950 | mrmcochen@gmail.com
linked.com/in/mrmco | github.com/mchen046

EDUCATION

University of California, Riverside

Bachelor of Science in Computer Engineering, GPA: 3.46/4.00

Riverside, CA

Sep 2013 - Jun 2017

EXPERIENCE

Tata Consultancy Services

Software Engineer

Rosemead, CA

July 2017 - Present

- **ILP Client Cable Box Project** (HTML, CSS, Javascript, Java, SQL)

Served as ILP Project Lead of 11 Software Engineers. Divided and assigned modules according to relevant skillsets - webdev, database, and JSP backend work. Led the daily scrum and emphasized self learning during project timeline.

Institute for Information Industry

Summer Engineering Intern

Taipei, Taiwan

July 2016 - Aug 2016

- **CarQ** (Xcode, Obj-C)

Developed an iOS Q/A platform where users can troubleshoot car issues in a forum environment. Created dynamically self-sizing question card views in accordance to different device specifications and content length. Live on the App Store as a submodule of a car diagnostic app, CarJ.

- **AutoMD Diagnose Web Crawler** (Java)

Designed and implemented a multi-threaded tool that utilizes RESTful API services to crawl and consolidate car diagnostic data into JSON in the form of nested list objects. JSON procured is integrated with car diagnostic data gathered from universities and institutions all across Taiwan. Collaborative data functions as a CarQ knowledge resource.

National Dong Hwa University

CSIE Intern

Hualien County, Taiwan

Jan 2014 - Oct 2016

- **Geometric Tower Defense** (Unity, C)

Developed a tower defense game with incremental level progression using standard geometric models. Presented at the end-of-internship research conference to peers, professors, and industry professionals.

PROJECTS

Nocturnal

 (HTML, jQuery, Node.js, Python)

Winter 2017

A webpage that uses heatmap overlays to illustrate the density of hospitals, providers, and census in a zipcode. Led development (team of 3) for analyzing and processing data in PySpark then storing into Cassandra.

Lego Elevator

 (C)

Fall 2016

An embedded three-level elevator system that utilizes an intelligent scheduling algorithm. Controlled by a DC stepper motor in conjunction with a photoresistor to track level changes.

UCR Craigslist

 (Xcode, Obj-C)

Spring 2016

Created as a solution to Facebook's lack of support for marketplace groups. iOS 4 tab navigation: create/browse posts, maps, messaging, and profile reviews. Integrated with biz.nf backend services.

Raptor

 (C)

Spring 2015

An embedded system vertical shooter game translated onto an 8x8 dual-colour LED matrix.

rshell

 (C++)

Spring 2015

A bash emulator that uses various UNIX system calls such as execvp, fork, pipe, and wait and supports input/output redirection.

SKILLS

Certifications: Professional Scrum Master I

Technologies: Cassandra, PySpark, Unity, vim Xcode

Programming Languages: C, C#, C++, Java, Obj-C, Python

Spoken Languages: English, Mandarin Chinese