Michael Chen

(323) 316-3950 | mchen046@ucr.edu
github.com/mchen046 | **linkedin.com/in/mrmyco**

EDUCATION

University of California, Riverside   Sep 2013 - *Present*
Bachelor of Science in Computer Engineering, June 2017
*Cumulative **GPA of 3.44** through Winter 2017*

EXPERIENCE

Institute for Information Industry Taipei, Taiwan   July 2016 – Aug 2016
Summer Engineering Intern
- **CarQ**
  - Developed an iOS Q/A platform where users can troubleshoot car issues in a forum environment
  - Live on the App Store – subset of a car diagnostic app called CarJ
  - Written in Obj-C – employs a modified version of the Mamute-api
- **AutoMD Diagnose Web Crawler**
  - Designed and implemented a multi-threaded tool that utilizes RESTful API services to crawl and consolidate car diagnostic data
  - Written in Java – JSON output serves as CarQ's database structure

National Dong Hwa University Hualien County, Taiwan   June 2015 – Aug 2015
CSIE Intern
- **Geometric Tower Defense**
  - Developed a tower defense game with incremental level progression using geometric models
  - Created with Unity – cross script communication done in C#
  - Presented at the end-of-internship research conference to peers, professors, and industry professionals

PROJECTS

Nocturnal   Winter 2017
- A webpage that uses heatmap overlays to illustrate the density of hospitals, providers, and census in a zipcode
- Created using HTML, jQuery, Node.js
- Generic .csv data processed in PySpark and stored into Cassandra

Elevator   Fall 2016
- An embedded 3 level elevator system that utilizes an intelligent scheduling algorithm
- Developed with CodeWarrior and Realterm in C

UCR Craigslist   Spring 2016
- Created as a solution to Facebook's lack of support for item buying and selling groups
- iOS 4 tab navigation – create/browse posts, maps, messaging, and profile reviews
- Written in Obj-C with biz.nf serving as the backend

Raptor   Spring 2015
- An embedded system vertical shooter game displayed on an 8x8 dual-colour LED matrix
- Developed with Atmel AVR Studio in C

rshell   Spring 2015
- A bash emulator that uses many UNIX system calls such as execvp, fork, pipe, and wait
- Written in C++

SKILLS

Tools and Technologies: Cassandra, Maven, PySpark, Unity, vim, Xcode
Programming Languages: C, C#, C++, Java, Obj-C, Python
Spoken Languages: English, Mandarin Chinese