

Michael Chen

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EDUCATION:

University of California, Riverside

Sep 2013 - Present

Bachelor of Science in Computer Engineering, June 2017

Cumulative GPA of 3.138 through Fall 2015

EXPERIENCE AND LEADERSHIP:

Taiwan Tech Trek Hualien County, Taiwan

June 2015 – Aug 2015

CSIE Intern

- Seven-week internship program at the National Dong Hwa University's Department of Computer Science and Information Engineering
- Used the Unity game engine (C#) to develop different genres of video games
- Taught CS undergraduate, graduate, and Ph.D. students conversational English skills

Not So Sharp A Cappella Riverside, CA

Sep 2014 – Present

Tenor Section Leader

- Member of UC Riverside's only co-ed a cappella group
- Competitor in the annual International Championship of Collegiate A Cappella
- Leads weekly sectional practices in preparation for quarterly concerts and various gigs
- Solo performances and accompaniment

PROJECT EXPERIENCE:

rshell - github.com/mchen046/rshell

Spring 2015

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

Raptor - github.com/mchen046/Raptor

Spring 2015

- A vertical shooter video game inspired by Raptor: Call of the Shadows, originally released on MS-DOS
- Built as an embedded system using Atmel AVR Studio
- Written in C

Geometric Tower Defense - github.com/mchen046/Tower-Defense

June 2015 – Aug 2015

- A tower defense game using standard geometric models
- Created with Unity
- Written in C#

TECHNICAL SKILLS:

Developer Platforms: Atmel AVR Studio, MARS, PSpice, RIMS, RIBS, RITS, vim, Xilinx Design ISE

Languages: C++, C#, C, LC-3, MIPS, shell scripting, VHDL

CORE COURSEWORK:

Completed: Data Structures and Algorithms, Design and Architecture of Computer Systems, Discrete Structures, Electronic Circuits, Embedded Systems, Logic Design, Machine Organization and Assembly Language Programming, Software Construction

Currently enrolled: Automata and Formal Languages, Design of Operating Systems, Formal Logic