

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 3.37 through Fall 2016

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
- Created with Unity – cross script communication done in C#

PROJECTS

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: Atmel AVR Studio, Eclipse, IntelliJ IDEA, Maven, RESTful API, Unity, vim, Xcode

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

Spoken Languages: English, Mandarin Chinese