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 3.1 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
- Learned how to use the Unity game engine (C# language) 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
- Quarterly concerts and various gigs in addition to solo performances and accompaniment
- Competitor in the annual International Championship of Collegiate A Cappella
- Leads weekly sectional practices involving rigorous dissection of the music

Arcadia Symphony Orchestra Arcadia, CA **Aug 2012 – Jan 2013**
Concertmaster

- Conducted daily warm-ups and weekly sectionals
- Responsible for tuning and various solos during performances

PROJECT EXPERIENCE:

rshell - github.com/mchen046/rshell **Spring 2015**

- Basic command shell based on bash
- Uses many unix system calls such as fork, execvp, 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 enum finite state machines
- Written in C

Geometric Tower Defense – github.com/mchen046/Tower-Defense **June 2015 – Aug 2015**

- A tower defense game using basic 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
Upcoming in Winter 2016: Automata and Formal Languages, Design of Operating Systems, Formal Logic

*References available upon request